

ACTION GALAXY

OGL

3.5 SYSTEM COMPATIBLE



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ACTION GALAXY!

A Galaxy Command Sourcebook

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Requires the Use of the D20 Modern and D20 Future Core Rulebooks, Published by Wizards of the Coast

WELCOME TO GALAXY COMMAND



Galaxy Command takes place in the Stellar Year 3476.

Galaxy Command is an all-analogue future, a sci-fi utopia where technology got better, but society still resembles America, circa 1976.

Galaxy Command is a coalition of a hundred sentient races that governs the Milky Way Galaxy and battles tirelessly against the evil stellar empire, WARSTAR.

Galaxy Command is an interstellar band of astronauts, scientists, police officers, galactic marshals, military geniuses and diplomats, all banded together to make a finer universe.

Galaxy Command is a gleaming, plastic and polyester future where billowing Afros never went out of style, and futurism takes a back seat to pulp flavored adventure.

That's all you really need to know. We'll make up the rest as we go along.



ACTION GALAXY!

is a short sourcebook for the Galaxy Command campaign setting that makes one of the setting's many pulp sci-fi inspirations, the long running and justly classic comic, *The Legion of Superheroes*, and re-skins the entire setting into a comprehensive homage.

The Action Galaxy version of the standard Galaxy Command campaign setting puts a superheroic spin on space adventuring. Bold teenaged heroes from across the galaxy battle an assortment of new threats, from deadly space

dragons to Space Mafia cyborgs equipped with energized axes that can cut through anything, even light or gravity itself. Action Galaxy is an incredibly bio-diverse vision of the universe; thousands of sentient races are proud members of Galaxy Command, and these worlds send their best and brightest young heroes to the utopian 35th century Earth for training as galactic heroes. Galaxy Command sponsors the Galactic Legion, a coalition of powerful alien superheroes- impeccably trained, superbly equipped and blessed with both the native powers of their myriad races and unique abilities drawn from both magic and ultra-science.

Action Galaxy expands on the possibilities of the Galaxy Command campaign setting. Inside, you'll find details about the Galactic Legion, a sprawling armada of super powerful galactic guardians, and the artificial moon, now in orbit around the 35th Century Earth, they call home. You'll meet some new heroic races with their own unique gifts. You'll also find a new selection of character options designed to emulate the thrills of the long running *Legion* franchise: new starting talents, new feats, new Powered Hero abilities and superpowers of all kinds, not to mention new weapons, equipment and starships. Finally, new threats and adventure ideas on entirely new planets and forgotten asteroid tombs challenge your galactic legionnaires.

OTHER ACTION GALAXY! RESOURCES

Action Galaxy is a reimagining of the Galaxy Command campaign setting, and as such, any Galaxy Command sourcebook has a place in the campaign. The following books are recommended especially strongly, as they were written with the *Legion* and its tropes in mind.

- Galaxy Command Campaign Setting (Otherverse Games, 2009)
- One Planet, One Power (Otherverse Games, 2012)
- The Planetary Champion Advanced Class (Otherverse Games, 2009)
- Races of the Command Fleet (Otherverse Games, 2013)
- Space Cases (Otherverse Games, 2012)
- Space Mafia (Otherverse Games, 2009)

These sourcebooks were not written specifically for Galaxy Command but include content that can add greatly to an Action Galaxy adventure.

- The Macromorph Advanced Class (Otherverse Games, 2011)
- The Magno-Star Advanced Class (Otherverse Games, 2011)

- The Modern Spellcaster Basic Class (Otherverse Games, 2012)
- Powered Hero Evolution (Otherverse Games, 2012)
- The Psi-Watch Campaign Setting: Unlimited Edition (Otherverse Games, 2010)

LIFE IN THE GALACTIC LEGION

The Galactic Legion is a superheroic army, consisting of thousands of brightly colored, idealistic young heroes from an equally huge roster of planets. Personally recruited either by the Adam Intelligence itself, or by veteran members of the Galactic Legion in good standing, candidates for Galactic Legion membership share several characteristics, no matter what planet they come from. Galactic Legionnaires are highly educated, extremely idealistic and determined, and possessed of incredible superpowers. Galactic Legionnaires are also young-teenaged heroes display an idealism and passion that few adult heroes can match.

THE GALACTIC LEGIONS CONSTITUTION

The Galactic Legion is an independent part of the Galaxy Command military, answerable only to the Adam Intelligence and Earth-Gov One. The organization has its own Constitution, a 1,000+ page document that has evolved into a document of incredible complexity over the centuries that the Galactic Legion has been in service. The chief tenants of the Constitution, which define the Galactic Legion's character include:

- Galactic Legionnaires must join the organization between their 13th and 18th birthdays for species with human-like life cycles, or during a similar portion of the life cycle for species with dramatically different life spans.

- When the Galactic Legion was founded, members were required to retire after their 18th birthday, but today, existing members in good standing can continue to serve past adulthood. Members can take leaves of absence from the organization as needed without penalty.
- Galactic Legion leadership (from squad leaders to overall tactical commanders) are elected by regularly scheduled elections. All active duty members of the Galactic Legion are allowed to vote in these elections.
- Galactic Legionnaires are forbidden to kill upon penalty of expulsion. If a Galactic Legionnaire uses lethal force, a trial board of his or her current squad members will convene to determine if expulsion is warranted. Legionnaires can continue service after killing only if the killing is determined to be both necessary to protect the Legionnaire or other lives and unavoidable.
- Galactic Legionnaires should be prime examples of Galaxy Command's values, practicing tolerance, non-violence (or minimum force), and actively seeking to recruit new worlds into the Command and protect and encourage existing member states.
- The Galactic Legion is a showcase of diversity, both biological and philosophical. New members must have talents or super abilities that are either unique to the Legion or otherwise useful. Each member of an individual Legion squad must have at least one unique ability not shared by another squad member.
- Galactic Legionnaires typically operate under a codename that is both easily translatable into Galactic Common and describes their special abilities or talents. Usually this takes the form of a two part

name, with the first component describing the hero's power and the second component describing their gender.

- Galactic Legion members are issued a flight ring and Galaxy Command energy badge upon induction into the organization; these are Command property and must be returned upon resignation or expulsion.
- Originally, married or mated Legionnaires were required to retire, but the current Constitution allows married Legionnaires or those with children of their own to continue adventuring with the organization.

HOW A GALACTIC LEGION CAMPAIGN IS DIFFERENT

Running a Galactic Legion campaign rather than a standard Galaxy Command means certain changes around the game table.

Futuristic Sorcery

First and most importantly, while Galaxy Command is a mostly non-magical setting, Action Galaxy! embraces magic. Magic is not a replacement for science, and it is not widely practiced, and is almost unknown on Earth. However, there are several races out there that know how to cast spells and use obviously supernatural abilities, and several threats who know magic, too. The Esperanzans, recently returned to their birth world, Earth, have steampunk, song-based magical traditions of their own.

Infinite Diversity

Galactic Legion members come from every corner of this Galaxy and beyond. Humans work alongside Gravity Cats, Star Droids, Tal-Anon, Shadowless and even stranger creatures from other Otherverses Games campaign worlds.



Legion squads rarely have two members from the same solar system.

Mood and Scope

Over its 50+ years of publication, the Legion of Superheroes have embraced everything from Silver Age superheroic goofiness to hardcore military sci-fi. Some runs mixed clean, light artwork with surprisingly dark themes (Jeff Moy's tenure as artist included the White Triangle storyline, focusing on racism and genocide). Action Galaxy, like the Galaxy Command universe as a whole skews more towards the Silver Age goofiness end of the spectrum.

The stories in an Action Galaxy campaign should have huge scope. Evil wizards and time manipulators are out to rule (or destroy) the entire multiverse, and only the brave heroes of the Galactic Legion can stop them. When the Galactic Legion fights, it's against entire armies of Time Scum or whole armadas of space pirate ships. The Galactic Legion is the most powerful organization in the cosmos, with many 20th or Epic level heroes among the ranks of its veterans, and the threats they face are commiserate.

Death is likely, and cheap. Game Masters shouldn't pull their punches; most serious threats are going to be at least CR 5+ greater than the average party level, and boss monsters should always push Epic levels. These high level threats should fight intelligently, using every resource and dirty trick at their disposal to weaken the Galactic Legion before moving in for the kill.

Superhero Army

The Galactic Legion is a huge organization, composed of thousands of heroes from hundreds of worlds, not to mention support staff and military allies. If the game master agrees, the players should build multiple characters. A suggested scheme for running multiple characters is listed below.

Players create four heroes of various power levels.

- First level hero, optimized for combat
- First level hero, not combat optimized and in fact, sorta goofy. Probably a Space Case or other 'side kick' race

- Experienced superhero; roll 2d4 to determine character level.
- Galaxy class superhero; roll 4d4 to determine character level. Optimized for combat.

At the beginning of each game session (or each new mission), each player rolls a d4 to determine which of their ensemble of heroes they use that session. After all, even though the Silver Age Legion of Superheroes had some real powerhouses available on the roster, they didn't go on every mission, and some times the ill-suited second stringers, rookie heroes and wanna-bes were the only ones left to save the universe. Calculate the party's Average Party Level from that point, (for assigning XP) but don't change the adventure you're going to run in the least. Sometimes, a team of Galaxy class heroes might pull an easy assignment herding Equiforcess, or a team of unlucky Space Cases might be the only ones available to put an end to *Urdom the Undying's* second coming.

That's life in the Galactic Legion. Of course, sometimes the game master might just declare that tonight's session is going to be all rookies, or all Galaxy class heroes and go from there.

Teen Hijinks

The Galactic Legion are composed of teenagers from across the galaxy. Not realistic teenagers, necessarily, but teenagers as they appeared in retro sci-fi. Despite it being the 35th Century, these teenagers act like clean cut white kids from the early 1960s. Dances, dating and mostly drug free parties are common past times when not saving the galaxy.

DESCRIPTIVE CODENAMES

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The Galactic Legion uses distinctive codenames for its members. These two part codenames would be instantly familiar to any Silver Age comics fan- a power descriptor and then a gender identifier.

If you need help coming up with a retro superhero codename, here's a list of six suggestions for each Powered Hero talent (which is neat, if you want to roll a D6 to choose a codename) and other iconic powersets. Combine that with the random gender descriptor chart found nearby, and you can quickly build a Silver Age superheroic identity. Since the gender descriptor chart chooses gender and hints at age and experience level, you can use it to quickly build a random superhero or heroine too.

Booster

(augment the superhuman abilities of others)

1. Energy
2. Power
3. Vitality
4. Boost
5. Jumpstart
6. Charge

Cybernetic Evolution

(grow useful bio-mechanical organ systems as needed)

1. Robot
2. Computer
3. Machine
4. Tech
5. Engine
6. Cyborg

Density Control

(become either ghostly or superdense at will)

1. Phantom
2. Ghost
3. Wraith
4. Diamond
5. Neutron
6. Vapor

Elasticity

(stretch your limbs to incredible lengths)

NEW IN THIS SOURCEBOOK

1. Bouncing
2. Rubber
3. Plastic
4. Spring
5. Elastic
6. Stretch

Flyer

(fly at up to supersonic speeds)

1. Stratos
2. Sky
3. Air
4. Flight
5. Mach
6. Pilot

Force Manipulation (telekinetic abilities)

1. Remote 2. Psi 3. Ecto 4. Force 5. Reach 6. Spectro

Genius (superhuman intelligence and skill)

1. Science 2. Tactics 3. Nerve 4. Mind 5. Data 6. Brain

Gunslinger (superhuman aptitude with ranged weapons)

1. Dead Eye 2. Sharpshooter 3. Pistol 4. Blaster 5. Hunter 6. Scope

Healer (heal wounds or even resurrect the dead with a touch)

1. Medic 2. Doctor/Nurse 3. Surgery 4. Miracle 5. Life 6. Hospital

Honey Trap (become the ultimate seductress)

1. Kiss 2. Seductive 3. Dream 4. Fantasy 5. Love 6. Charm

Illusionist (project realistic mental images)

1. Mirage 2. Vision 3. Color 4. Phantasm 5. Figment 6. Spectrum

Luckweaver (manipulate fate to help allies and hinder enemies)

1. Jinx 2. Fortune 3. Gamble 4. Hope 5. Black Cat 6. Fate

Mega-Scale Strength (superhuman lifting and carrying ability)



1. Might 2. Power 3. Muscle 4. Labor 5. Super 6. Lifter

Microbe (shrinking ability)

1. Atom 2. Shrinking 3. Micro 4. Nano 5. Mouse/Bug 6. Mite

Nullifier (shut down the superhuman abilities of other characters)

1. Nemesis 2. Jail 3. Lock 4. Nullifier 5. Bond 6. Stun

Peak Human**(enhance natural abilities to superhuman level)**

1. Stealth
2. Courage
3. Ultra
4. Champion
5. Valor
6. Karate

Reflex**(superhuman reflexes, agility and reaction times)**

1. Dodger
2. Stealth
3. Ninja
4. Thief
5. Athlete
6. Nimble

Regenerator**(heal your own wounds almost instantly)**

1. Indestructible
2. Vigor
3. Organ
4. Blood
5. Tough
6. Brawl

Shooter**(project deadly energy blasts)**

1. Blaster
2. Sun
3. Fire
4. Lightning
5. Disintegrator
6. Projectile

Shapechanger**(assume the form of other creatures)**

1. Chameleon
2. Shifter
3. Duplicate
4. Mimic
5. Mask
6. Clay

Summoner**(summon monsters or allies to fight on your behalf)**

1. Monster
2. Jungle
3. Beast
4. Creature
5. Genie
6. Legend

Superspeed**(run and fight at incredible speeds)**

1. Marathon
2. Race
3. Flash
4. Speed
5. Mach
6. Light

Terraformer**(manipulate the physical environment and control earth & stone)**

1. Earth
2. Rock
3. Mountain
4. Earthquake
5. Bedrock
6. Nature

Teleporter**(instantly jaunt from place to place)**

1. Gate
2. Portal
3. Hop/Jump
4. Warp
5. Disappearance
6. Travel

Time Manipulation**(alter the flow of time and occasionally create time paradoxes)**

1. Time
2. Quantum
3. Hourglass
4. Clock
5. Hour/Minute/Second
6. Entropy

Tracer**(superhumanly acute senses)**

1. Wolf
2. Tracker
3. Hunter
4. Seeker
5. Vision
6. Feral

Warform**(a superhumanly powerful combat form with natural weapons and armor)**

1. Knight
2. Armor
3. Iron/Steel
4. War
5. Shield
6. Monster

OTHER POWER SETS**Telepaths****(built using various Psionic Precursors and Psionic Feats)**

1. Mind
2. Psyche/Psycho
3. Soul
4. Memory
5. ESP
6. Thought

Transmuter**(alter molecular structures at will)**

1. Element
2. Alchemy
3. Chemical
4. Science
5. Pharmacy
6. Fusion

Precognitives**(built various Psionic Precursors and Psionic Feats, Shadowless characters)**

1. Oracle
2. Future
3. Insight
4. Prophecy
5. Tactics
6. Foresight

Giants**(built was Macromorphs or from naturally large races)**

1. Colossal
2. Kaiju
3. Giant
4. Skyscraper
5. Tower
6. Mountain

Robots**(Star Droids, Synths, Synthetic Heroes and other androids)**

1. Metal
2. Computer
3. Robot
4. Mechano
5. Industrial
6. High Tech

Exotic Energy (manipulates**universal forces with various powers)**

1. Cosmic
2. Star
3. Gravity
4. Mass
5. Radioactive
6. Pulsar

D20	Gender Descriptor	D20	Gender Descriptor
1-4	Boy	11-14	Girl
5	Man	15	Woman
6	Lad	16	Lass
7	Prince	17	Princess
8	Lord	18	Lady
9	King	19	Queen
10	A first name, alliterative with the power descriptor (Lightning Layla, Cosmic Cody, ect)	20	Kid (gender neutral, can be either first or second word of name: Colossal Kid or Kid Colossal)

GALACTIC LEGION HQ THE COMMAND MOON

The Galactic Legion is headquartered in an artificial moon hanging in low Earth orbit above the North American continent. Originally a Martian belt object more than 75 miles in diameter, the artificial satellite was extensively built up, using ores mined from other Martian belt objects, before being maneuvered into its present orbit. Viewed from any city in North America, the Command Moon is a gleaming silvery disk in the sky. Though the Command Moon is dwarfed by Luna, its far closer orbit makes it appear only slightly smaller than Luna when viewed from the surface.

The Command Moon includes facilities to accommodate thousands of superheroes, Galactic Marshals, visiting starships and dignitaries simultaneously. The Command Moon was assembled by teams of human and Proximate technicians working triple shifts, assisted by the young superheroes that formed the Galactic Legion's first generation. Even with all that manpower and the vast resources of the Command itself devoted to the project, the Command Moon project took more than a decade to complete.

Adventuring on the Command Moon

Atmosphere: Earth Normal in most areas, some depressurized zones.

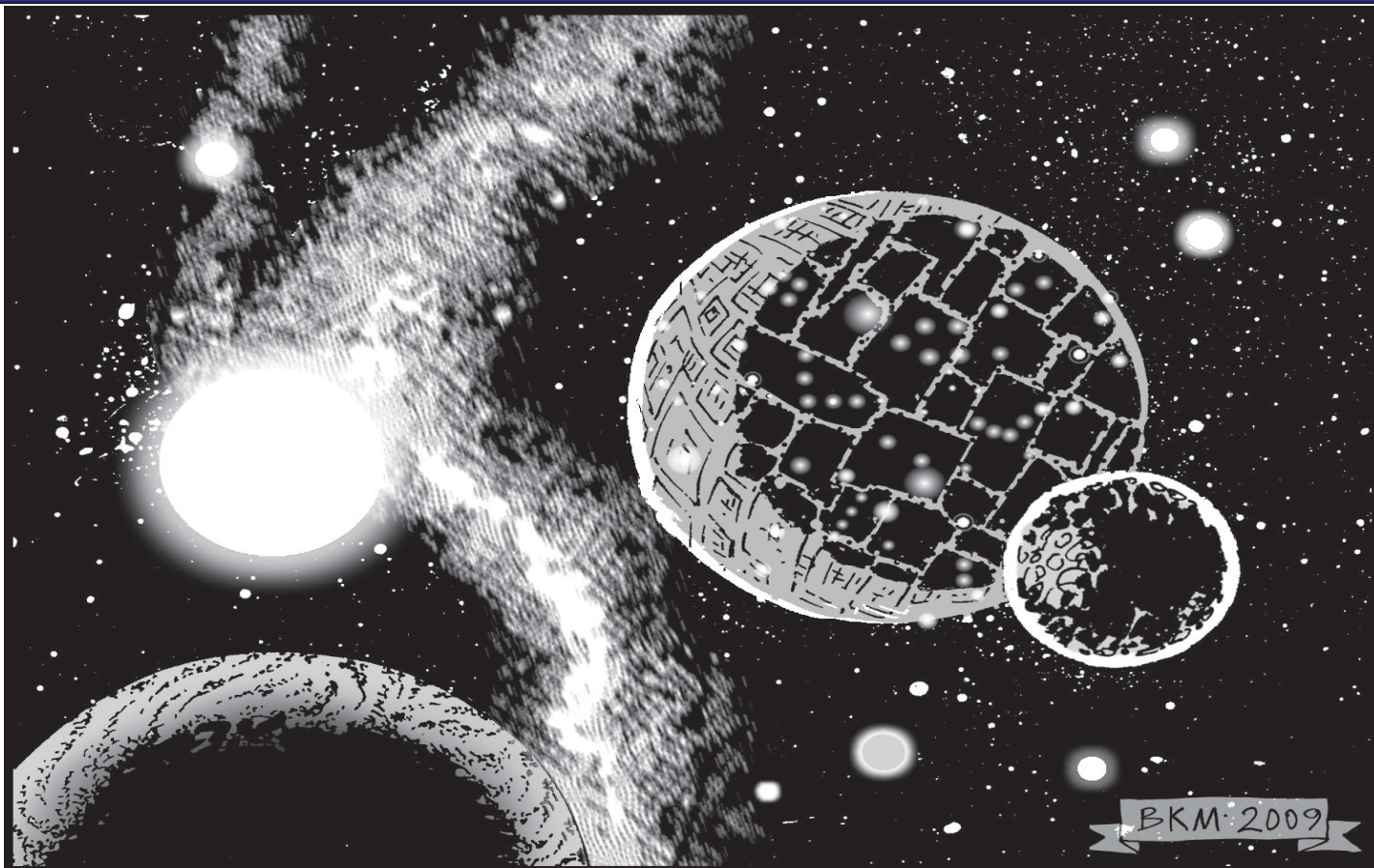
Climate: Earth Normal, low enough in the atmosphere to be affected by North American weather patterns, but climate is kept mild by planetary weather control.

Gravity: 0.9 G (Normal gravity) throughout most of the Command Moon, a few Zero Gravity and Low Gravity environments in the docking bays and industrial areas.

Population: 7.5 million permanent residents, including Galactic Legion members

The Command Moon has been the seat of Earth's planetary government since the late 24th Century. Like Galaxy Command itself, Earth is governed by an ancient and benevolent artificial intelligence, known as **Earth-Gov One**. Earth-Gov One's server banks and crystalline memory spheres are buried deep within the Command Moon, at the core of the artificial moon. An honor guard of Galactic Legionnaires and topflight security droids protect Earth-Gov One.

Earth-Gov One handles the administrative tasks of governing 35th Century Earth. The advanced computer handles planetary weather control, provides air traffic control for Near-Earth



space, coordinates the military, assists in tactical planning in the ongoing conflict against WARSTAR, and regulates trade and commerce on the planet itself.

Every five years, Earth-Gov One also elects Earth's president, choosing a qualified candidate from a pool of potential presidents. Experts, politicians and military leaders, even common men and women who think they have something to offer Earth enter a pool of volunteers. After a thorough psychological screening, Earth-Gov One picks chooses a President, hopefully one who will be able to handle any crises the AI foresees occurring during his or her term.

OTHER SITES ON THE COMMAND MOON

The Audience Chamber

Earth-Gov One acts in an advisory capacity for the Galactic Legion itself. Senior Legionnaires regularly meet in Earth-Gov One's audience chamber to plan strategy or enlist the centuries old AI in solving some conundrum. Within its audience chamber, which is a vast, silvery amphitheater lit by harsh azure light, Earth-Gov One manifests as a holographic male humanoid, portly and jolly, and of somewhat indeterminate species. The Audience Chamber is located deep within the mechanized core of the Command Moon, in a high security zone near Earth-Gov One's mainframe.

Bierbaum Plaza

Bierbaum Plaza is located on the Command Moon's northern hemisphere and is the artificial planetoid's chief residential area. Most of the Galactic Legion have quarters somewhere in the sprawling plaza. Apartments are fairly large and decorated in a coolly modern 35th Century style, and are designed to resemble a modern apartment block rather than standard Command barracks. Individual apartments can easily be customized for different gravity levels, temperatures and atmospheres, to accommodate members from different types of worlds. Near by gymnasiums, zero gravity pools, fine restaurants specializing in cuisine from halfway across the galaxy, arcades and shopping arcologies provide for Legionnaire recreation.

Restaurant City floats a few hundred meters above the tallest buildings in Bierbaum Plaza thanks to advanced magnetic repulsion tech. As the name suggests, hundreds of exclusive restaurants and night clubs can be found aboard the floating neighborhood.

Electoral Chamber

The Electoral Chamber is used to coordinate the Galactic Legion's regular election of an overall Legion commander (and the election of Earth's President every fifth year). The Electoral Chamber is a low, domed building near the Command Moon's equator; its outer shell is a vibrant, iridescent green. Within, thousands of full color computer monitors display photographs of all candidates, and symbolic readouts that chart the course of a Galactic Legion election. The Electoral Chamber is rarely used; between elections it is maintained by a small cadre of Star Droid janitors, and is occasionally visited by tourists and Galactic Legion trainees.

Planetary Shield Generator

Great machines at the heart of the Command Moon can be activated to project a nearly impenetrable forcefield around the entire Earth, a last line of defense in the face of an alien

invasion or other extinction event. The Planetary Shield Generator is a massive chrome cavern nearly five miles in diameter, pulsing with blue energy and humming with redirected fusion even when off-line. When the Planetary Shield is activated, the generator chamber becomes so energized that only machines can survive, and then, only briefly and only with proper shielding.

Game Rule Info: **The Planetary Shield**

- Activating the Planetary Shield requires the consent of Earth Gov-One. If the AI is offline (or unwilling to raise/lower the shield), it requires a DC 45 Computer Use check to raise/lower the shield.
- While the Planetary Shield is raised, the generator chamber is a *highly irradiated* environment. All creatures within the generator chamber suffer 10d10 (average 55) points of Electrical damage per round.
- Once the command to raise/lower the Planetary Shield is given, it requires 2d4 rounds to execute the command.
- While the Planetary Shield is raised, Earth is sheathed in an indestructible forcefield. Nothing can pass through the Planetary Shield, in either direction. Dealing at least 500 points of damage within a single round to any single space scale square of the forcefield causes the field to shut down in that area for 1d6+1 rounds. The energy field automatically repairs itself after this period.
- The Planetary Shield can remain in place for a maximum of 144 hours (6 days) before it automatically shuts down. Once the Planetary Shield shuts down in this manner, it cannot be raised again for 72 hours (3 days).



The Temporal Research Institute

This massive golden pyramid built using cutting edge Proximate and Charioteer technology. It is the center for time travel research within Galaxy Command, and as such is well protected by the Galactic Legion. The inner area of the five story pyramid is completely hollow, except for some small research labs and offices along the perimeter. When the Institute's time circuits are activated, the entire pyramid is bathed in golden radiation, and the working floor itself becomes a massive rift in time/space.

The TRI is staffed by some of the greatest minds in Command Space, first among them, **Quantum-Researcher-921**, a Neuros scientist who is brilliant even by that race's standards.

The TRI's time portal can be a major plot device, best left in the hands of gamemasters, it can also transport a Galactic Legion squad to the Crunch Point at the end of time, or to virtually any other point in the past or future, as the story demands. Alternatively, some deadly threat from the primordial past or the distant future might rip open time and come through the TRI's portal unannounced.

Game Rule Info:

Galaxy Express

The TRI's scientists might be able to jury rig their time portal into a space portal as well, which can be a great help for a Galactic Legion squad needing to get to the other side of the galaxy at a moment's notice. The time portal can be used as a galaxy-range teleporter, nicknamed the Galaxy Express, with a few limitations.

It requires a successful Navigate check to program the Galaxy Express. If the check is unsuccessful, the Express' passengers end up somewhere dangerous but not immediately fatal within a few dozen light years of the intended destination. The GM should strand the team on a desert world filled with monsters, not dump them into the heart of a star, for example. The Galaxy Express can only transport targets to planets, moons and large asteroids or into orbit around the same. It cannot directly teleport a passenger aboard a starship or satellite, nor any artificial station much smaller than the Command Moon itself.

The Navigate Check DC is determined mostly by distance and familiarity.

- Navigate DC 15: A known world within a few light years of Earth.
- Navigate DC 20: A known world up to several dozen light years from Earth.
- Navigate DC 20: An obscure or previously unexplored world within a few light years of Earth.
- Navigate DC 25: An obscure or previously unexplored world within several dozen light years from Earth.
- Navigate DC +10: The target world is located within the Prison Zone.
- Navigate DC +10: The target world is more than a few dozen light years from Earth, as far as the edge of the Milky Way Galaxy.
- Navigate DC +5: The target world is the Earth sized to substantially smaller.
- Navigate DC +5: The target world is a large asteroid or tiny moonlet.

The Galaxy Express can only be used for transit to a target destination, it cannot be used for the return trip. Once activated, the Galaxy Express cannot be activate again for at least 24 hours, nor can it be used as a time portal.

Galactic Scout Academy

Romance between Legionnaires is not uncommon, and is actively encouraged by Earth-Gov One. Many of the children of current and former Legionnaires become members themselves. The Galactic Scouts are a pre-teen adjunct to the Galactic Legion, with schools and barracks located near Bierbaum Plaza. Galactic Scouts assist the Galactic Legion with search and rescue, crowd control and other non-violent superheroic tasks, but are never willingly placed into combat. Children can serve in the Galactic Scouts up to their 13th birthday, when they can try out for a place in the Galactic Legion.

Galactic Scouts are issued standard Action Wear and a 'junior-grade' energy badge. Their costumes are undecorated gold, with a darker brown strip running down the centerline of their bodies. Inexperienced Galactic Legionnaires might be assigned to take a troop of Galactic Scouts on a field trip- often to some of the galaxy's most unique locations: the magical world Grimorie, a tour of hyperspace, practice in zero-gee maneuvering above Earth, pilot training on Thousand Moon, or even more exotic places.

Honorium Hall

Honorium Hall is sacred ground for Galactic Legionnaires. New recruits take their oaths of enlistment here, in the quiet darkness. This stately temple is dimly illuminated, but shafts of brilliant white light lance down from the domed ceiling to bathe the Hall's sacred statues in nova-bright clarity. Each and every Galactic Legionnaire who falls in battle is memorialized here in this vast, seemingly endless chamber. Life sized statues of silvery alloy depict fallen heroes; the alloys are an empathic, alien alloy. Merely by touching the statue and concentrating for a second, visitors can catch glimpses of the memorialized hero's life and death.



QUICK GAZATEER OF THE ACTION GALAXY!

The Action Galaxy is both a huge reach of space, and a comparatively small game environment to explore. Fast starships can cross the length and breadth of the Milky Way galaxy in a matter of months, and the “Galaxy Express” space-warp can

send Galactic Legionnaires farther than that in a matter of seconds!

This means that a single adventure might see the Galactic Legionnaires exploring a half dozen worlds on opposite sides of the galaxy. When planets are visited this briefly, they are usually abstracted to single planetary monocultures or a single interesting location: an odd colony of mutants, a crystal canyon, a crashed starship or long dormant war-mech, or some other enigma. As a result, most

of these gazateer entries are brief in the extreme- a single line or two to spark your imagination.

The Great Darkness

The Great Darkness is a period of galactic history roughly 15,000 years in the past. At about the time humanity was just learning to smelt copper and make bread, the techno-sorcerer *Urdom the Eternal* began an assault on the civilized galaxy. The greatest heroes of the era were able to deny Urdom's dreams of conquest, sealing the immortal, unkillable mage within the Star Tomb.

Several of the ruins and lost cultures dotting the Action Galaxy date back to the Great Darkness era.

Andrai III

Andrai III is a forested, highly fertile agrarian world well away from most of the well traveled hyperspace routes. Together with Cornucopia, Andrai III produces the majority of food exported throughout Command Space. The green and pleasant world is home to the Pulsa (*One Planet, One Power; Otherverses Games, 2012*). Long ago, the Pulsa were genetically engineered as warriors, but when their nascent empire fell during the Great Darkness, the garrison on Pusla was cut off, and over time, the soldiers evolved into farmerfolk.

Accident World

Known formally as New Raleigh, this human colony discovered too late a local Dimensional Needle buried in the coastline. The Needle warps probability, making the aptly named Accident World the unluckiest place in the galaxy. The colonists persevered with black humor, evolving into a race of Space Cases whose planetary flag depicts a black cat and the Roman numeral 13. Space Cases from Accident World have Luck Weaver as their racially favored Powered Hero talent tree.

Game Rule Information: The Unluckiest Planet

Adventuring on Accident World is going to be an exercise in frustration. All creatures on Accident World suffer a -1 luck penalty on all skill checks, saving throws and attack rolls. In addition the number 13 is especially unlucky. Treat a D20 roll of 13 as a natural 1 instead.

The Ayan Child Star

This small, sentient star is currently a blue dwarf, but over the next few million years will awaken to its true power as an M-class sun. Like many of the stars in the galaxy it is a living, thinking being, with a keen intelligence but a childlike mind. Ayan has allowed Galaxy Command to build vast solar collection mirrors and research stations in orbit around 'her', and every few decades, gives birth to a powerful Swan Star hero (*Stars & Nightmares, Otherverses Games, 2009*). WARSTAR has tried and failed several times to kidnap one of these superhuman children to its own ends, but they will always try again.

Cobalt

The watery world of Cobalt is a watery giant only slightly smaller than Saturn. Despite its size, it has a relatively light gravity of about 0.85 G, probably due to an ancient Dimensional Needle sunk deep into the center of the watery world. There are a few scientific stations here, but Cobalt's major industry is tourism. Domed resorts float on the endless sea, attracting visitors from across the entire galaxy.

Cornucopia

This lush world is roughly twice the size of Earth, and is covered in rolling plains and fertile jungle, making it an ideal world for cultivation. Cornucopia is the breadbasket of Galaxy Command, exporting more food to the outer galaxy than any ten other farm-worlds. The planet is tended by a small collective of humanoid androids created by the Adam Intelligence. Though they don't need to

eat themselves, they take great pride and pleasure in helping feed the galaxy.

Crunch Point

Crunch Point is not a where, it is a when. Crunch Point is the end of the galaxy, when a frozen second before the last star's nuclear fuel supply runs out, before atomic bonds shatter throughout a completely entropic galaxy. Crunch Point is the last second of time, stretched out by alien technology and god-like sorcery for an eternity. The Crunch Point is the fortress of Sekhmet Ammt

Accessible only by time travel technology or plane shifting magic, the Crunch Point is a rocky, icy planetoid floating within an endless, starless void. The planetoid has been transformed into a dark fortress, an architectural combination of military garrison, refinery and Egyptian tomb complex.

Though moon-sized, Sekhmet Ammt's planetoid has a core of dead star-metal, giving it nearly infinite mass; gravity is punishing and cruel. Every object is covered in a thick layer of dust, colors are faded, metal rusts. Time is cruel here.

The Crunch Point is home base and training ground for Sekhmet Ammt's Time Scum hordes. Culled from the ranks of history's most brutal thugs, their sergeants beat them into obedience here and equip them with deadly future-tech. From Crunch Point, the Time Scum hordes launch raids on more habitable temporal eras, including specifically the 35th Century. There are literally infinites of Time Scum at Crunch Point; the Great Manipulator recruits from parallel time lines and alternate dimensions, as well as the past.



Game Rule Information: Crunch Point

Atmosphere: Hard vacuum

Radiation: Highly Irradiated on the surface, non-radioactive inside most structures

Gravity: High Gravity Environment

Divinely Morphic: The Crunch Point is an extension of Sekhmet Ammt. She can manipulate its structure with a thought; see her stat block for details.

The Chyss Bio-World

The Chyss are a race of invaders from beyond the known galaxy, who use revolutionary biotechnology. Their living worldship lurks on the fringes of the Milky Way. Though new to the galaxy, the Chyss have become implacable foes of Galaxy Command, and have launched several raids into Command Space. The Chyss may have also done worse; there are rumors that the Chyss have cloned several Galactic Legionnaires and are conditioning them for use as supersoldiers and infiltrators of their own, in a secret project known as **Batch KG-5YL**.

The Chyss are obsessed with Earth, a planet they hold in almost supernatural reverence for. The Esperanza Dimensional Needle may be the reason; every other world conquered by the Chyss has had a Dimensional Needle somewhere on planet. This dimension warping technology, so utterly unlike the Chyss' native bio-technology, fascinates the aliens. Their technologist caste believes that properly exploited, the Dimensional Needle network can be a weapon unlike any other, and they further believe Earth's Needle is key to this scheme.

The Chyss themselves first appeared in *Space Monsters Volume Two* (Othervers Games, 2013), though other Chyss monsters appeared in *Volume Three* and later volumes of the *Space Monsters* series. The Chyss Worldrender, a massive predator used in forced terraforming of target worlds, is described in this sourcebook.

Dimensional Needles

Dimensional Needles are silvery monoliths that glow with strange psychedelic light, and are found half buried in the muck and mire of planets across the galaxy. They once were part of a Shadowless scheme to stabilize their dimensionally migrant homeworld, but the project has been abandoned (and mostly forgotten for millennia). The presence of a Dimensional Needle can warp time and space, suck near by regions into Hyperspace, or into another time, or wreak virtually any other kind of plot-device level havoc the Game Master can dream up.

Dimensional Needles themselves are virtually indestructible, and cannot easily be removed from their resting places, meaning that neighboring civilizations have to endure their presence and the crises they occasionally cause. However, a few races have learned to tap their Needle's exotic energies to their own benefit.

Dinosaur Alley

The frontier planet Pernsia Delta - nicknamed "Dinosaur Alley" - is a scientific curiosity for Terran ecologists. Home to dinosaur like creatures virtually identical to those who lived and died on earth more than 70 million years ago, the planet's true origins are unknown. Some scientists insist that genetic material blasted out of the Alley by a primordial meteor strike somehow found its way to Earth to spark the dawn of life. Other scientists believe that the Alley is a product of parallel evolution, or a mysterious genetic experiment of an unknown alien intelligence. There are always several teams of Galaxy Command researchers on planet.

Esperanza

Esperanza is a mid-sized island in the Caribbean, just a few dozen miles off the Jamaican coastline. A jutting silvery obelisk rises from the center of the island, and occasionally pulses with strange power; this is the Dimensional Needle that shunted the entire island into hyper-space. Returned to Earth only recently, the people of Esperanza are

torn between natural curiosity about the world of their birth and a deep fear of mainstream Earthers.

Lost to hyper-space for centuries, the Esperazans were forced to build a society and technology from whatever they had available. With limited space, they built vertically, creating a densely layered, overcrowded metropolis built vertically. Without access to raw iron ore or other metals, they used wood and stone, and whatever they could salvage from abandoned starships drifting through the void. The result is a maze of bamboo towers, rickety but surprisingly strong cities housing tens thousands. The local tech is nothing that Earthers would recognize as science- instead, the Esperanzans use a kind of steampunk, jury-rigged techno-magic to accomplish the same ends.

Exavia

Exavia is an orbital shipyard home to a rather reclusive breed of highly intelligent and technologically adept avian humanoids evolved of silver feathered owls. The shipyard builds the best starcruisers in the known galaxy. The Galactic Legion has stopped ship hijackings here more than once.

Flag World

Planet JJ-33S is better known as Flag World, home to a race of highly intelligent Space Cases who specialize in heraldry. Flag World's artisans produce symbols and crests for every faction in the galaxy, regardless of politics, and are considered a neutral third party by the major galactic factions. Flag Worlders have designed most of the personal sigils worn by Galactic Legion heroes, as well as WARSTAR's flags and insignia, among others. Recently, the Flag World has accepted a commission to create a new flag: a six fingered hand gripping a sun, set on a crimson field. What new stellar threat does this flag represent?

Foundry

Foundry is space station carved from an iron-rich planetoid that was moved at great expense to orbit the Black Sun of Crime. The gigantic robots on this world assemble the Space Mafia's starships and deadliest weapons, under the direction of Warp Widow Overseers (*Space Monsters Volume One, Otherverse Games, 2013*).

Grimorie

Grimorie is a mostly Earthlike world known for its colorful, pink and bronze rings and spectacular sunsets. The ring system is hotly radioactive with exotic energies, all but undetectable by science, but that specially gifted humanoids can sense like sunlight warming their skins. Bathed in these arcane energies, Grimorie's natives practice magic on a scale unknown elsewhere in the galaxy, and prospective Modern Spellcasters from across the galaxy come here to study.

Long ago, Grimorie was the birthplace of Urdom the Undying, and many of the planet's most powerful native mages hail from his infamous bloodline. Humans born on Grimorie (or studied there) have Modern Spellcaster as a favored Basic Class. Grimorie is an incredibly wealthy world today, kept peaceful only by ancient laws governing behavior and the honorable practice of sorcery. Its people tend to be legalistic and cautious, but possessed of vast superhuman power. Transmuters and Time Manipulating Powered Heroes are as common as Modern Spellcasters; Grimorie is a jewel that Sekhmet Ammt would love to claim.

Gygil

Gygil is a small jungle moon orbiting a pale aquamarine gas giant. The fierce jungle creatures a deadly danger for pickers on planet to plunder Gygil's one cash crop: Elastifruit, a kind of plump bluish-white berry extremely popular among Powered Hero with Elasticity talents. Supposedly, a concentrated dose of pure Elastifruit pulp can even give an ordinary person Elasticity with all the time and bother of cybernetic or genetic upgrades!

Kynder-III

Kynder-III is a tidally locked world; one side always faces the sun, the other is in perpetual night. The purple skinned Nightsiders have been at war with the gold skinned Daysiders for centuries. Nightsiders have racial abilities nearly identical to Stygian Colony Humans, while Daysiders have powerful, native photonic abilities. Both sides have a roughly Renaissance tech-level, and each holds an unreasoning, nearly genocidal loathing of the other.

Hyperspace

Hyperspace is a parallel dimension that starships travel through. The normal laws of physics do not apply in Hyperspace, allowing speeds far beyond the lightspeed limit. To a starship traveling through Hyperspace, the dimension appears as an endless void of evershifting rainbow colors, that shift and mix like oil and water. Hyperspace is an endless psychedelic lightshow.

The Shadowless' long abandoned Dimensional Needle program ended disastrously. In addition to its other spectacular failures, a Dimensional Needle buried on Earth shunted the Caribbean island Esperanza into Hyperspace. Somehow the Dimensional Needle prevented the island's atmosphere envelope from evaporating, and aided in replenishing the stranded island's air and water.

THE IRON BELT REGION

The Iron Belt is a rugged stretch of frontier space, stretching across parsecs of the tenuous border between Galaxy Command and WARSTAR territory. The region is hazardous to navigation- nearly a dozen major belts weave crisscrossing orbits through the Iron Belt, to say nothing of ten thousand plus larger, free moving orbital bodies. Most nav-charts only account for rocks car-sized or larger, though Iron Belters know that the real danger is are the baseball sized or bullet sized rocks that can punch right through a space ship's hull.

Exotic ore mining, both dirt-side and on one of the myriad asteroids making up the Belt, are the region's chief industries. Water mining on comets is another profitable industry, as are heavy metals refining and drydock services. Other rocks serve as bars, resupply depots, cheap hotels, or pleasure domes, servicing the miners.

All the worlds of the Iron Belt Region are within a few lightyears of each other, some times much less. It only requires a short shuttle hop to cross from IronClad to Krabor, for example.

Freebooter's Asteroid

This infamous hideout is a well defended raider hideout is basically an enormous starship carved from an asteroid that dwarfs the Martian object Ceres. Equipped with its own propulsion systems, the Freebooter's Asteroid prowls the border between Galaxy Command space and the frontier. Criminals, terrorists and space pirates of every breed are welcome here, and the Freebooter's Asteroid is usually the only port of call where space's most wanted can rest, repair and resupply.

However, the Asteroid's owners, the Nova-Swarm Cartel knows it has a monopoly on starship repair and resupply, so prices (for everything, right down to oxygen rations!) are at least twice as high as they are anywhere else in the galaxy.

IronClad

Iron Clad is the center of culture, such as it is, in the Iron Belt region. This rocky world is home to a tougher than usual breed of humanity, that makes its living mining the depths of the world. IronClad is considered a backward embarrassment, inferior to Earth or Andromeda VII in every respect but one. Since the sport of Magno-Star began here, IronClad is home to the best mag-field arena in known space.

Kemm III

Kemm III is a small, desert moon that wasn't thought capable of supporting life, until



Galaxy Command regained contact with it. During the 26th century, a human colony ship crashed here, and was believed lost. Over time, the survivors mutated into a green-skinned race of Space Cases (*Space Cases, Otherverses Games, 2012*) capable of digesting almost anything, a valuable trait on their resource poor world.

Kemm III has developed into a passable frontier outpost, before their rediscovery by Galaxy Command, the Kemms were on the verge of rediscovering space-flight. They have adapted well to reunification with the wider galaxy. Kemm III is

really only a single city-state amid wilderness, filled with blue-collar folk and simple laws; they fight WARSTAR because the Keems really don't like bullies. A few Kemm can be found on any space-going warship, often as groundpounder infantry or engine-room workers.

Krabor

Krabor is a crime ridden cess-pool of a planet. Every inch of the world is urbanized, dirty, graffiti covered and filled with bars and bordellos. Every bar and bordello is filled with Space Mafiosos too brutal, greedy, untrustworthy or just plain stupid

to make it anywhere else. And every Space Mafioso on the planet has lice. And their lice have AIDS.

Point Promise

Point Promise is a rocky, barren moon orbiting Krabor. During Earth's planetary dark ages of the 22nd Century and beyond, convicts and dissidents were exiled to the rugged world en masse. There, the colonists overcame their violent pasts, eventually turning Point Promise into a planetary monastery, dedicated to the peaceful study of 'soft' or defensive martial arts.

The Resurrection Asteroid of Khor

Khor is a rocky asteroid riddled with deep tunnels, that wanders in an eccentric orbit through the Iron Belt. It's a legend among spacers, because many of the deep tunnels are moderately irradiated environments; however a slain creature, dead less than 72 hours, who is left in the tunnels for a night is returned to life as if by *Raise Dead*. Finding the right cavern, and beating off the radioactive beasts that call it home is a challenge, but so is just finding the Khor asteroid in the first place.

Shiner

Shiner is a grungy, rundown asteroid colony favored by space scum and pirates. It's the last gasp of "civilization" before you hit WARSTAR Space, such as it is. The place is always rowdy- Capricornis (ram) Anthros from the a long forgotten empire settled here a few centuries ago, opening a spacer bar, brewing rotgut from hydroponic fungi and repairing starships. It grew into a business, then a freehold, then an institution in this sector of space. It's known for decent mechanics, a great refueling service (the Busy Beaver Fueling Company) and truly lethal bar brawls. Shiner is a place to settle affairs- its courts hold that murders committed while intoxicated are always justifiable, and doesn't prosecute one spacer who blasts another in a barroom brawl.

Library World

Library World (Planetoid 442-33-9901 as designated by its colonizers) is a mostly uninhabited ice-world in the Neuros' home sector. The cold, dry atmosphere here is ideal for computerized data storage, a task which the Neuros enthusiastically adapted the world. Today, the entire surface of the world is covered in sprawling server farms and huge crystalline databases. The Library World is well protected by both the Neuros fleet and the Command Armada itself, because it is vital to galactic commerce and communications.

Logos Prime

The hyper intelligent Neuros are at the center of a web of galactic trade and commerce. Logos Prime is a chief exporter of cybernetics (especially neuro-tech), AI, and hyper drive components. The world is dominated by ancient mega-corporations run like hereditary clans, each of which dominates a specific trade. Young Neuros are often assigned to alien worlds as trade representatives and tech-support: they repair and operate the advanced tech and also ensure that Neuros trade-tech is never reverse engineered. Logos Prime protects its secrets jealously.

Logos Prime is a strong ally to Galaxy Command, out of enlightened self interest if not true democratic passion. The ultra-intelligent aliens realize the galaxy and their galactic business is better off in Command hands rather than toiling under WARSTAR tyranny. However, the lure of research unencumbered by Galaxy Command's laws and moral restrictions has led more than one Neuros scientist to design weapons for WARSTAR or the Space Mafia.

Logos Prime itself is a water-dominant world, with the planet's archipelagos making up only a little bit over 15% of its landmass. These islands are heavily built up, and a planetary mag-rail system links multiple islands. More than 100 billion Neuros call the world home, a vast population made possible by hyper-efficient use of space, tessarect technology, and the vast reserves of power

generated by hydrogen fusion plants in the endless oceans.

Pathis

This rural, low-tech planet on the fringes of Space Mafia territory was recently claimed by Space Mafiosos, and the rabbit-like natives enslaved mining *pleasure-spice*.

The Prison Zone

The Prison Zone is the primary base of operations for the WARSTAR Regime. A dark and dangerous region of mostly uncharted space, the Prison Zone encompasses almost an entire spiral arm out in the Eastern sector of the Milky Way. The region has a dark reputation among stellar travelers, and has been used as a gigantic prison for millions of years. The Prison Zone is known for its strange stellar phenomena, and dangerous solar flares, radiation storms, spontaneously opening and closing wormholes, not to mention a plethora of black holes, make just traveling through the region almost as dangerous as encountering one of its inhabitants.

Anything too dangerous to live, but too tough to die might be found in the Prison Zone. Mammoth golden force fields enclose the entirety of the Prison Zone, and ancient robot drones, some of which predate the Galaxy Command's own mission by millennia, patrol the outer fringes of the zone.

Rigel XVI Beta: The Banking Moon

The overcrowded Rigel system is home to the Banking Moon, center of galactic commerce. The Banking Moon has been extensively terraformed for the comfort and safety of its guests. Highly advanced androids with unbreakable ethical protocols act as bankers; among the services offered are starship and space station purchase loans, currency exchanges, and safety deposit vault

services. Miners from the Iron Belt often come to Rigel XVI Beta to exchange raw ores for the currency of their choice. The Banking Moon is protected by specially bred and trained *Yandellian Duplikatts*, some of the fiercest in the galaxy, in addition to its more conventional security arrangements.

Rixxa

Rixxa is dumping ground for starships too badly damaged to be salvageable. The ecologically ruined world is covered with miles upon miles of twisted metal. Scavengers, now stranded stowaways and metal and plastic eating monsters are the only lifeforms to call Rixxa home.



Sidela

The Shadowless homeworld inhabits a binary star system, one star a cobalt blue, and another star on the verge of collapse into a red dwarf. Sidela is a jungle world bathed in eerie purple light. The jungles are home to an assortment of dangerous, semi-reptilian predators, all with innate precognitive talents of their own. Forced to develop their own pre-cog abilities merely to survive, the native Shadowless can see the future as easily as most humanoids can see the present.

Shadowless cities are quiet and ordered, but in protected, armored bowers high in the arboreal layer. Most sections of the cities are nearly silent; Shadowless prefer efficient technology that does not break their world's stillness, and in among a race of pre-cogs, an intention to speak is as an effective a form of communication as actual speech.

Siralla

Siralla is a more remote planet in the same system as Sidela, and has become a center of Shadowless culture. Far from the light of both suns, Siralla is an icy world with frozen methane seas. The most brilliant Shadowless minds study here, in remote universities and monasteries. Shadowless from Siralla are high level telepaths, wielding telepathic and advanced precognitive abilities earned through years of study and meditation. Siralla has no hard-tech planetary defenses, nor a space fleet, but it has never been conquered in all of recorded history.

The Star Tomb

The Star Tomb is a deserted asteroid located deep within the Prison Zone. Inside the massive mausoleum, the inert yet undying body of Urdom the Eternal lies in repose. Urdom conquered half the galaxy fifteen millennia ago. Somehow, he was defeated, and bound within this tomb for all time. Guardian robots patrol the tomb, slaughtering any creatures who land upon the rock, ever vigilant for signs that Urdom is stirring. If Urdom ever awakens to menace the galaxy once again, use the

statistics for a Space God (*Space Monsters Volume One, Otherverse Games, 2013*).

The Time Stream

The time stream bears mention, if only just to settle the basic 'rules' of time travel in the Action Galaxy, though it is not truly a place. Time travel is a known though not widespread technology within the Action Galaxy. Aside from the Command Moon's Temporal Research Institute, only a handful of other institutions practice time research. There are a few temporal research projects ongoing on Logos Prime, and maybe one or two others elsewhere in the galaxy.

Time travel to the past (at least the forms of time travel available to the Galactic Legion) cannot change the present. Instead, the traveller's actions create an alternate timeline. Normally a time traveler will return to their own, true present when their time jaunt ends, but incautious travelers might end up mired in an alternate present instead. Sekhmet Ammt has mastered true time travel- she can change the past to conquer the future. The extent to which she twists time is unknown and possibly unknowable, but all galactic Legionnaires are temporally immunized upon their induction. Though their histories may change, they remain the people they were meant to be, join a version of the Galactic Legion, and retain their powers or a close analogue, thanks to their temporal immunizations.

Terminus

Terminus is a ruined, completely urbanized world deep in the Galston Cluster. Once a thriving city covered the entirety of the world, but it was abandoned more than fifteen thousand years ago, possibly as a result of Urdom's cosmic rampage. Archeologists and treasure seekers still descend on the world in search of salvageable artifacts, and even after centuries of plunder and study, there is still more to be found.

Terminus is home to a still functioning galactic teleportation network. Portals on the worlds surface allow visitors to step from Terminus to other Galaxy Command worlds in an instant, the greatest

legacy of a lost civilization. These portals still function, and form an almost reliable if difficult-to-access part of galactic trade and travel.

Thousand Moon

Thousand Moon is a gas giant with far more than the thousand moons it is named for, from rocks 60 ft in diameter to giant orbital bodies the size of Earth's moon, though most of the floating rocks are about the size of Texas. Some of the wealthiest sentients in the galaxy have private estates among the rocks, including the Galactic Legionnaire's banker. Security is high, with most estates having their own private security forces, some of which are backed up by retired Galactic Legionnaires.

Treasury X

Treasury X is a desolate, radiation-scarred world on the fringes of the Prison Zone. Maybe it had a civilization once, and the ruins here suggest it did, but whatever life evolved here died off when its cold red star erupted in a lethal radiation storm. Treasury X gets its current name from the generations of space pirates, Space Mafiosos and cosmic Serial Killers who have hidden loot and crime trophies on the blasted world. Treasury X is well protected by superhuman guards, savage thugs belonging to the Legion of Serial Killers, and monsters of every description.

Vacc Port

Vacc Port is an old human run space habitat and refueling station midway between Earth and Andromeda VII. During Galaxy Command's first years, Vacc Port was as far as ships could travel before needing refuel and resupply. Though modern hyperspace engines have greater range and efficiency, the somewhat rundown Vacc Port is still a major hub of intergalactic commerce and shipping. Several museums of early spacer culture decorate Vacc Port.

Vallhallax

Its name the source for Earther legends of Valhalla, Vallhallax is a cluster of seven asteroids

linked in a gravitationally stable Kemper Rosette. Vallhallax has been used as a tomb for the galaxy's greatest superheroes for at least the last 15,000 years. The hero who initially sealed away *Urdom the Eternal* is buried here, in a shroud of indestructible living gold, as are several Galactic Legionnaires. Who originally constructed Vallhallax is a mystery no race has solved.

Variable VI-Beta

Variable VI-Beta is an out of the way moonlet where a Shadowless Dimensional Needle has warped causality. It is a scientific curiosity, and the sole habitation on the moon is a Galaxy Command research station. Despite its remote location and overall obscurity, Variable's science station has an excellent reputation, and is second only to the Time Research Institute itself as far as temporal and cross dimensional research is concerned.

Visitors to Variable VI-Beta's rocky, airless surface find their personal time lines rewritten and twisted. Visitors swap bodies with alternate selves seemingly at random during their stay, though their own memories and personal timelines are unchanged.

Game Rule Information: **The Retcon Planet**

During a visit to Variable VI-Beta, a spacer's gender, race, even birth species might temporarily change, reflecting alternate timeline possibilities. The character's core personality and abilities remain mostly unchanged.

Each hour the character remains on the surface, he or she must succeed at a WILL Save (DC 15 + 1 per each previous successful save). If the save is failed, some cosmetic aspect of the character is changed; race, gender, eye or hair color, appearance, costume details, ect.

For every 24 hours the character remains on the surface, he or she must succeed at a WILL Save (DC 10 + 1 per each previous successful save). If

this save is failed, the character's race is changed. Pick a new race from those common to Galaxy Command; the character's original racial traits are lost, and the new racial traits apply. For the sake of simplicity, allow players to keep race exclusive talents, feats or advanced classes even if they couldn't normally qualify for them in their new form.

These changes can occur multiple times during a visit, and persist as long as the character remains on Variable. A changed character reverts to normal 1d4 days after leaving Variable.

Vauxhall

Vauxhall is an advanced, human-settled world on the other end of the galaxy from Earth, making it one of Galaxy Command's most remote member worlds. Vauxhall's population is human, and its culture is fairly similar to Earth's, though prior to Vauxhall's membership in Galaxy Command it had no previous contact with Earth. The similarities between the two worlds have been a mystery for centuries, and a few Charioteer artifacts found beneath Vauxhall's frigid southern continent lead many xeno-archeologists to suspect the world's evolution was artificially managed.

Yandell

Yandell is the small, mountainous world that produced the Trius species, humanoids born with the psionic ability to split themselves into three exact duplicates at will. Yandell is a hard world; its slightly lower than Earth normal gravity has bred an agile race of mountaineers. Yandell's monstrous species are deadly, with many sharing the Tirus' ability to duplicate themselves or possessing other, equally lethal psionic gifts.

AN INFINITE NUMBER OF OTHER WORLDS

Need still more planets and plot hooks? A few random rolls will let you build a planet for this week's adventure. In keeping with Silver Age traditions, names should be obvious and self explanatory: Resurrection World, Vacation World, ect.

ADDITIONAL RACES FOR ACTION GALAXY

These new races join the species described in Races of the Command Fleet (Othervers Games, 2013). They are especially designed for an Action Galaxy campaign, and long time comic readers should be able to recognize their inspirations pretty easily.

The following races are really appropriate to an Action Galaxy campaign. The listed book is where you can find the most complete data on the species. Don't let this limit you, though, as any character concept you can imagine has a place in the Galactic Legion.

- Alkemi (One Planet, One Power, 2012)
- Humans (Athenian, Charioteer and Historic Human subspecies, Races of the Command Fleet, 2013)
- Humans (Esperanzan and IronClad subspecies, this sourcebook)
- Injva (Guide to the Known Galaxy, 2009)
- Kallocs (this sourcebook)
- Monastists (Space Mafia, 2009)
- Neuros (One Planet, One Power, 2012)
- Phaide (One Planet, One Power, 2012)
- Pulsa (One Planet, One Power, 2012)
- Shadowless (this sourcebook)
- Steamers (Psi-Watch Unlimited Edition, 2010)
- Space Cases (2012)
- Tal-Anon (Races of the Command Fleet, 2013)
- Trius (Races of the Command Fleet, 2013)

D20	Type of Planet	What The Planet Is Famous For	Crisis That Threatens the Planet
1	Desert and post-apocalyptic ruins	It's ability to resurrect the recently dead	Time anomaly has made all the adults children and aged all the children to adulthood
2	Pristine, desert with weird colored sand	It's a pleasure planet	Space lanes have become the hunting ground of a Warp Swimmer (Space Monsters v1)
3	Blood red jungles	Valuable deposits of nearly magical ores or crystals	A Chyss invasion fleet arrives in 72 hours! (Space Monsters V2)
4	Temperate forests three miles high	Superpowerful natives with two or more racially favored Powered Hero talents	Every alien animal on the planet has broken out of homes, zoos, gene-labs and is on a rampage
5	Tiny, rocky planetoid	Dangerous local monsters (CR equal to APL +5 at least)	The airtight tomb of Falkul the Mutinous, a contemporary of Urdom the Undying is discovered and breached....
6	Veldt with green or blue grass and trees	Giant toys litter the landscape, abandoned by godlike children long ago	Zombie apocalypse!
7	Earthlike moon orbiting a gas giant	Radiation from the planetary rings makes everyone (or noone) a criminal	A rebellion of the planet's robots is incited by a WARSTAR AI
8	Domed cities beneath the seas of a water planet	Tectonically unstable, lots of quakes	Every bit of PL 5 or better technology suddenly ceases working, because....
9	Hellish lava world	Constant, hurricane force storms	Powers work differently here. Every Powered Hero in the party trade character sheets with another Powered Hero and uses their powers instead as long as they remain on planet.
10	Completely urbanized planetary suburbia	A center of galactic commerce and trade	The Legion of Serial Killers arrive at dusk on the nightside: their objective to kill exactly 1 million natives before dawn!
11	Completely urbanized planetary inner city ghetto	A stable time portal somewhere on the planet	A planetary plague- one of the new diseases in this book is crippling the planet
12	World of glaciers and ice	The best ice cream shop in the known galaxy	A Space God (Space Monsters V1) claiming to be Earth's Satan claims the planet as his territory
13	World of advanced crystals and crystal cities	A Dimensional Needle near by that causes time anomalies	A thousand year old grave maker memorializes one of the player characters, who died saving the world a millennium ago!
14	Zero gravity world with floating islands	A monastery that can reform even the worst criminals	An Athenian plot (Races of the Command Fleet) has turned the women against the men
15	Massive tubular space station or arc ship	Nanotech dust drifting in the air that makes machines work better, computers smarter, and repairs easier	A massive prison break frees over 200,000 Time Scum and other assorted space pirates!
16	Hot world beneath 1d4+1 dwarf suns	An enormous library of ancient magical tomes of interest to Modern Spellcasters	The Demolisher of Worlds has claimed the women of this planet as his personal harem and slaughtered everybody else
17	Sweltering tropical islands and beaches	Ornately decorated center of an alien faith	The animals are evolving at an unearthly rate, becoming smarter and more dangerous by the hour
18	Hilly, forested terrain	Palatial mansions of the galaxy's celebs & ultra-rich	Random time portals are unleashing dinosaurs and ancient war machines on the planet
19	Jagged mountains with dangerous paths	Beautiful honeymoon spot	The nearest star is about to go supernova in 1d4+1 days.
20	Roll 1d4 times and combine, a very diverse or patchwork world	Roll twice and combine	Both Galaxy Command and WARSTAR want some valuable resource on planet and war is incipient

KALLOCS

Medium Humanoid (Psionic)

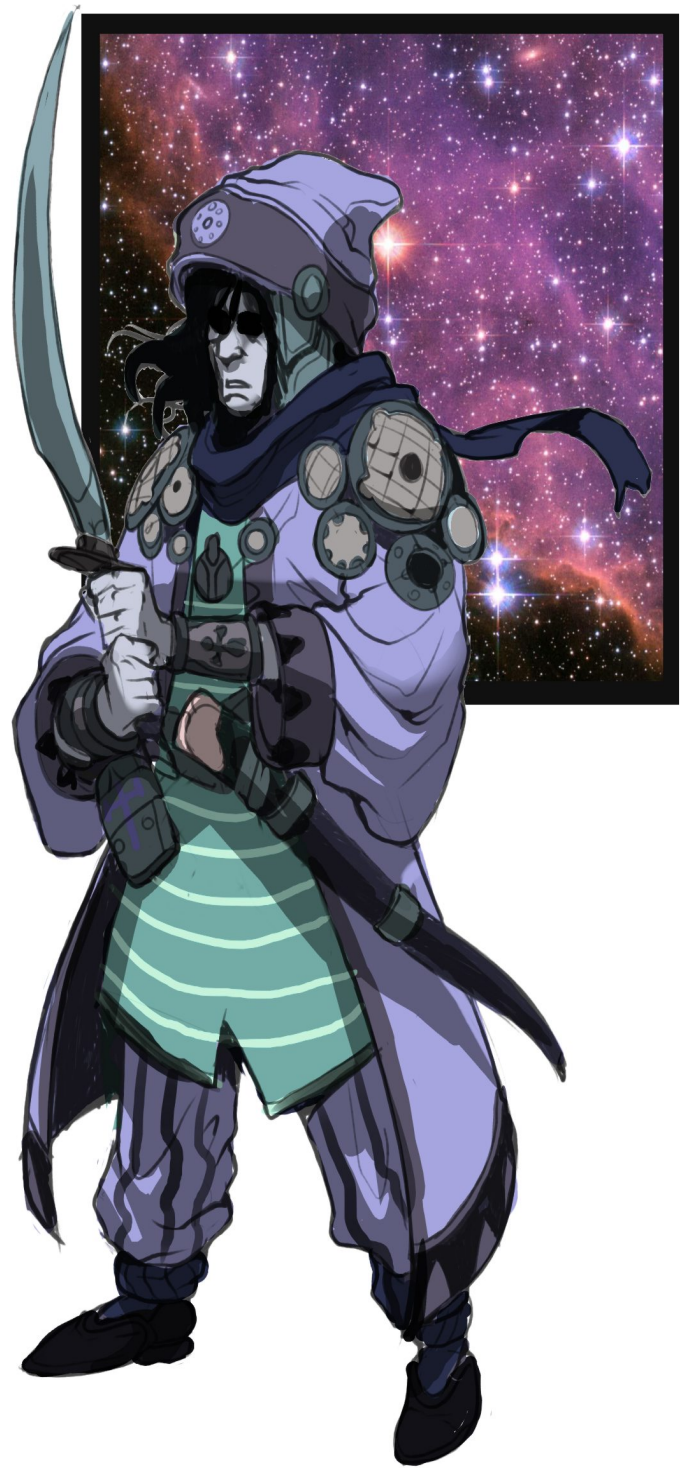
Progress Level Three (post-apocalyptic, tech is slowly recovering)

Homeworld: Stygia, located in the Coal Sack Nebula

The Kallocs hail from the night-shrouded world Stygia, a crescent shaped wreck of a world blasted out of a stable solar orbit by a collision with its only moon during the Great Darkness, fifteen thousand years ago. When the moon slammed into the planet, it instantly vaporized much of Kalloc's Northern hemisphere, creating a massive impact crater that blasted away almost a quarter of Kalloc's mass. The advanced, starfaring civilization the Kalloc had built vanished, and well over 98% of the planetary population either died during the impact or during the long nuclear winter that followed. A tenacious few survived, cast down into barbarism, but refusing to let the near destruction of their world extinguish their race.

Today, the Kallocs have recovered to a roughly medieval technology level, though they remain warlike and combative. Such martial behavior is a necessity on their world; resources are few, and most of the world remains a semi-permanent tundra. Kalloc's orbit is extremely eccentric, and the world ranges far from its parent star; at the world's closest approach, Kalloc's sun hangs no larger in the frozen sky than Earth's moon does in its.

Kalloc was rediscovered by a Command first-contact team some time during the 27th Century and has, reluctantly become a Galaxy Command member state. Unlike other primitive worlds, such as the Urlock and Hiawathian homeworlds, Kalloc's tribal leaders have no interest in becoming part of a wider galaxy. Kalloc is staunchly and often violently tradition bound; the few Kallocs who have joined the Galactic Legion tend to be young, iconoclastic and determined to earn a legend for themselves, out among the wider stars.



Appearance

Kallocs are a near-human race with dark skins, usually in some shade of blue, black or violet. They have large ears with an Elven point to them, an asset during the darkest nights of their year, when Kalloc warriors hunt by sound and not sight. Most

Kallocs are lean to the point of emaciation; they have fast, efficient metabolisms and hail from a frigid and hostile world where every gram of protein is valuable.

Kallocs dress in multiple light layers of cloth, leather and animal hide. Most tribes have the capacity to make chain mail, though few Kallocs prefer a whole suit of chain, and almost no Kalloc ever wears anything heavier. Kallocs don't like encumbering themselves, and fight as lightly as possible. The world has a dueling tradition, and all Kalloc adults, not to mention any child who has survived five or six winters, can handle a blade.

Reproduction

Kallocs reproduce much like humans, and enjoy sex for pleasure. While they can enjoy sex year round, they only become fertile during the late winter. This ensures that children are born during the warmest and most bountiful portions of planetary summer. Kallocs who venture out into the wider universe, and thus into warmer climates, soon become fertile year round, often to their surprise. Kallocs are genetically similar enough to humans to produce viable offspring.

Kallocs have a lifespan commiserate with humans, but the harsh conditions and low tech level of their homeworld means most die of violence or malnutrition before their 50th year.

Names

Kalloc tribes are matriarchal, and each member of a tribe refers to the tribal chieftain as 'grandmother' regardless of personal relation. Thus, when formally introducing themselves, a Kalloc would call him or herself 'son or daughter of' their specific ancestors and 'grandson or granddaughter of' their tribal leader.

Male Names: Gran, Hodd, Thule, Zamm

Female Names: Farra, Ghalla, Sixso,

Tamasa

Size and Type

Kallocs are Medium humanoids with the Psionic subtype. As medium creatures, Kallocs have a base land speed of 30 ft. Kallocs have no special bonuses or penalties for their size.

Ability Score Modifiers

+2 STR, +2 DEX, -2 INT.

Kallocs are physical paragons, champion hunters, natural duelists and marathon sprinters. However, they are less educated and more superstitious than Earther humans.

Racial Skills

Kallocs are among the best hunters and trackers in known space. They receive a +3 racial bonus on Survival checks made in deserts or tundra. In addition, their night adapted eyes provide a +2 racial bonus on Perception (Spot) checks in dim light or worse.

Enhanced Senses

Kallocs receive Darkvision 90 ft and lowlight vision.

Favored Classes

Strong or Fast Basic Class, Martial Artist or Xenophile Advanced Classes.

Favored Powered Hero Talent Tree

Illusionist. Able to fight in near total darkness from birth, Kalloc Powered Heroes use illusion and darkness fields to blind and disorient their less capable enemies.

Darkness (SP)

Kallocs have the psionic ability to summon shadow to do their will. Once per day, the Kalloc can cast *Darkness* as a sorcerer of her total character level.



Dark Edge (SU)

Semi-tangible fields of animate shadow enshroud a Kalloc's blades as she fights. When in any area of dim illumination or worse, any successful melee attack with a slashing or piercing weapon inflicts one point of ongoing Bleed damage per hit, in addition to any normal effects of the strike.

The effects of multiple successful hits are cumulative. The ongoing Bleed damage can be cured with any amount of magical or psionic healing, or with a DC 15 Treat Injury (Heal) check.

Nocturnal (EX)

Kallocs are nocturnal, and suffer a -2 morale penalty on skill checks, saving throws and attack rolls in daylight or areas of bright artificial

illumination. Many of those who serve with the Command Fleet or Galactic Legion wear specially tinted sun-goggles to function effectively aboard Galaxy Command's well-lit ships and stations.

THE STYGIAN COLONY

Galaxy Command has had a small, mostly human colony on Stygia for a few decades now. The Stygian colonists act as medical support, educators and a kind of secular missionaries to the Kallocs. The human colonists have have to become especially tough, and semi-nocturnal themselves, to survive Stygia.

Characters wishing to play a human hero born on the Stygian Colony may choose the following alternate ability score package rather than the standard 'floating' Human ability score modifier.

Shadow Strength (EX)

Stygian Humans receive a +4 modifier to their STR modifier. However, this modifier is set to +0 in areas of bright artificial illumination or during daylight. Stygiana humans have nearly superhuman strength in darkness, but are physically ordinary in daylight.

Effectively, this means a -2 penalty on STR based skill checks and melee attack and damage rolls in bright light.

Stygian Humans have Mega-Scale Strength as their racially favored Powered Hero talent.



THE SHADOWLESS

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Medium Humanoid (Psionic)

Progress Level Seven

Homeworld: Sidela, located in the Galactic Core region (occasionally drifts out of phase with the rest of the Galaxy)

The Shadowless are strange, precognitive race from a jungle-shrouded world deep within the mysterious Galactic Core. Expeditions to Sidela are often fruitless, as space-time is badly warped throughout the Core, a product of the massive gravitational flux generated by the regions millions of black holes and even stranger cosmic phenomena. The Sidela-Naae System is buffeted by cosmic winds, and occasionally drifts out of phase with the rest of the universe, with the entire system being shunted into hyper-space (and occasionally into parallel dimensions beyond). Sidela's physicists have charted patterns of appearance, and can now predict their world's removal from the universe with some regularity: for example, the Shadowless homeworld is expected to remain in the universe for the next 232 years, 3 months and 16 days, before vanishing for nearly a century after that.

Thanks to their evolution on a dimensionally displaced homeworld, the Shadowless have evolved a unique form of perception. Shadowless experience the world on a quantum level, interacting with, and sustained by theoretical particles the same way true humans are sustained by oxygen. The Shadowless have become the top predator on a very dangerous world thanks to the strength of their minds and souls.

Shadowless neurology is designed to process information and respond to it with lightning speed, including the tachyon shadows of possible futures. Their unique connection to the time stream gives the Shadowless their incredible speed and reflexes, but more importantly, it gives the precognitive near-humans frequent and accurate glimpses of possible futures.

Shadowless rarely venture off world- many tend to be slightly agoraphobic, and find the endless possibilities of the wider universe terrifying and disorienting. Those rare Shadowless who have left their mother world have excelled in every field they have entered, and many of these especially bold Shadowless have become heroes within the Galactic Legion.

Appearance

Shadowless derive their species name from the way the quantum-field that surrounds them interacts with incoming light waves. The Shadowless never casts a shadow, nor do shadows fall upon their body or clothing. Though most Shadowless tend to be attractive and charismatic, non-Shadowless often find it difficult to look at them for long periods of time. Their unshaded bodies look ‘flatter’ and less real somehow, causing minor headaches and eyestrain in viewers. The Shadowless do not have a reflection, though their image can be captured on camera and by other technological means normally.

Aside from their lack of shadow, Shadowless resemble pale skinned near-humans. Shadowless skin is often slate grey, pale blue or marble white; many Shadowless females exhibit traits commonly associated with albinism. Shadowless hair ranges from slate grey to sea green, sky blue or silvery white. Their eyes are significantly larger than an ordinary human’s, and seem to glow with internal light.

Reproduction

Shadowless reproduction is virtually identical to human reproduction. Like humans, the Shadowless have no set heat period and enjoy sex for pleasure. With their natural precognitive gifts, it is a relatively simple matter for Shadowless to control their fertility or avoid diseased partners through purely innate, non-technological means. Shadowless have a reputation for being lucky in love, with their innate precognitive talents allowing them to instinctually find perfect mates and parent precocious, healthy children.

Names

Shadowless names tend to be polysyllabic and musical. Shadowless use matrilineal descent, and refer to themselves as either –nol (son of) or –nal (daughter of) their mother. Male names always begin with an ‘ah’ sound; female names always start with an ‘oh’ sound.

Male Names: Almilion nol Osmis, Adilini nol Omani, Alantan nol Onin

Female Names: Osophi nal Omuta, Omahe nal Onin, Oklinani nal Omistini

In Otherverses America

Shadowless are native to both the Galaxy Command and the Otherverses America realities. In the Otherverses America cosmos, Sidela is located deep within Phallus Space.

It is one of the worlds of the Inner Necklace, an artificially evolved planet orbiting the largest artificial structure in the Multiverse. Its inhabitants have been selectively bred for precognition; ordered, disciplined and mentally strong, they serve The Genesis. Adventuring Shadowless are often tacticians, scientists or philosopher-warriors.

In the Otherverses America setting, Shadowless have the Lifechained subtype. Their Lifecount is one (1).

Size and Type

Shadowless are size Medium humanoids with the Psionic subtype. As medium creatures, Shadowless have a base land speed of 30 ft. Shadowless have no special bonuses or penalties for their size. Shadowless fall neatly within human height and weight norms.

Ability Score Modifiers

**-2 STR, +2 WIS
+2 CHA.**

Shadowless muscles process fatigue toxins less efficiently than human musculature, weakening these otherwise strong willed, perceptive and attractive humanoids.

Racial Skills

A Shadowless's natural precog native talents provide them with a +1 racial bonus on Initiative checks and REF saves—they will often begin responding to a threat fractions of a second before it will occur. To non-precogs, Shadowless seem jumpy and hair-triggered.

Shadowless society places great emphasis on the traditions of the past, preserving the skills of the hunt and on exploring the beautiful quantum universe their natural gifts allow them to perceive. Shadowless receive a +2 racial bonus on Survival and Knowledge (physical sciences) checks.

Racial Feats

Shadowless receive Instinctive Psion as a racial bonus feat.



Enhanced Senses

The same enhanced vision that gives the Shadowless fleeting glimpses of the future also gives them incredible night vision. Shadowless possess *lowlight vision*.

Favored Classes

Dedicated Hero, Modern Spellcaster Basic Class, Ambassador, Field Scientist Advanced Classes.

Shadowless are one of the few races in the galaxy that commonly practice 'magic'—really advanced manipulation of the sub-atomic universe, indistinguishable from

magic by less perceptive species.

Favored Powered Hero Talent Tree

Luckweaver. Shadowless have a natural gift for probability manipulation that is only magnified in the race's heroes.

Instinctive Psion (SU)

Shadowless are incredibly lucky, and the petty inconveniences and ordinary disasters of modern life never seem to befall them. The Shadowless gains a daily pool of bonus points equal to her total character level plus her CHA modifier (minimum 2 pts/day).

You may use these bonus points to improve the results of any Craft, Gamble, Profession or Repair check, spending them as you see fit. You may spend a single point to enhance multiple rolls, or spend the entire bonus to improve a single roll dramatically. You may spend your bonus pool after rolling the check, but before the results of that roll are revealed. Points unused by the end of the day are simply lost.

In addition, you may spend a single 'bonus point' to eliminate or mitigate some minor, in game annoyance. For example, you could spend a bonus point to catch a light just before it turns red, find the shortest teller line at the bank, or score similar minor blessings, subject to game master approval.

Strength of Spirit (SU)

Shadowless consciousness reinforces their physicality, and by focusing their will inward, Shadowless soldiers can perform amazing feats. Using their precog talents, Shadowless soldiers can become amazingly successful warriors.

Once per day, a Shadowless may add her CHA modifier as a bonus to either REF saves, attack rolls or her Defense score, chosen when this ability is activated. Once activated, this bonus remains in place for one minute. Activating this ability is a free action, and may be activated at any time, even on an opponent's turn.

Drawback

While using this ability, the Shadowless is forced to open herself fully to her unusual perception of the future. Anytime the Shadowless or any ally within 30 ft rolls a natural one on any attack roll or saving throw, the Shadowless becomes *shaken* for two rounds, as the precognitive alien is overwhelmed with crisis precognition and broken visions of failed potential futures.

SOME NEW HUMAN SUBSPECIES

The Esperanzan and Ironworkers are new types of human, with some new variant racial traits, that are right at home in a *Mike Grell-era Legion* inspired sci-fi campaign. They follow all the new rules for Human subspecies found in *Races of the Command Fleet*.

ESPERANZAN

Medium Humanoid (Psionic)

Progress Level Six (verging on Progress Level Seven)

Homeworld: Earth (specifically, the dimensionally displaced Caribbean island of Esperanza)

During the late 17th Century, a slave colony on the Caribbean island Esperanza rose up in revolt, slaughtering their Spanish overseers and taking the first steps towards forging a new homeland for themselves. Unfortunately, unknown to all the island's human inhabitants, Esperanza was the site of a Dimensional Needle- a long forgotten Shadowless project to stabilize their planes-hopping homeworld. Dimensional Needles were scattered across thousands of worlds, including the young Earth, in hopes of creating a galactic web of energy that would keep Sidela, the Shadowless homeworld in this dimension permanently. Unfortunately for the newly freed slaves of Esperanza, the project was a failure. The next time Sidela jumped into hyperspace, their island went with it.

Trapped in a formless rainbow void for centuries, the inhabitants of Esperanza were forced to rapidly build devices and master sciences they had not previously imagined, just to survive. Over the years, Esperanza became a dimensional fortress, and the former slaves became dimensional buccaneers. When their time-tossed island came into contact with another dimension, they would use what passed, locally, for hyper-warp technology, to bridge the gap to plunder what they needed to



So when the island of Esperanza recently returned to Earth, and its inhabitants found themselves stranded on an 'alien' world of pink skins, the inhabitants thought they were in Hell itself. A Galactic Legion delegation was able to convince the Esperanzans not to make war, and slowly, and with great hesitation, the Esperanzans have re-assimilated into the planet their ancestors left behind centuries ago.

Esperanzans are darkskinned, lean and muscular humans from mixed African and Carib Indian stock. Over the years, their relatively isolated breeding population has made them only darker. They have mahogany skins decorated with complex, luminous tattoos that denote profession, celebrate heroism or indicate

survive. Eventually, Esperanza became a high tech, though space starved society that blended magic and a kind of steampunk science into a whole cohesive enough to keep the rapidly increasing population alive. Over the centuries, the Europeans who slaved their ancestors became mythologized as demons, who cast their people out of paradise and into a hyperspatial hell.

religious affiliation. Esperanzans dress in buccaneer influenced styles, quite different from the sterile jumpsuits of mainstream 35th Century society. They have deep, booming voices, and even the youngest Esperanzan child is able to use their voice to magical effect.

Additional Ability Score Modifiers

+1 DEX, +1 WIS, -2 CHA.

Esperanzans are light on their feet and have sharper than average senses, thanks to the evolutionary effects of living in hyperspatial exile. However, they are hostile and mistrustful towards mainstream galactic society, and the culture as a whole still aren't entirely convinced that outsider humans aren't the mythic devils of their pidgin faith.

Additional Racial Traits

Hyperspatial Song (SU)

Esperanzans have mastered a kind of sound based magic thanks to their long sojourn in hyperspace. As a full round action, an Esperanzan can unleash an eerie, somewhat musical cry that offers a variety of mystical effects. An Esperanzan can use Hyperspatial Song a number of times per day equal to 3 + his CHA modifier.

The possible effects of a Hyperspatial Song include:

- **Healer's Song:** Heal a wounded creature within 30 ft who can clearly hear your song for 1d4 HP per five character levels (max 4d4 HP).
- **Warrior's Song:** Inflict 1d6 points of Sonic damage per five character levels (max 4d6) against all targets within a 30 ft cone (REF DC 12 half).
- **Worker's Song:** Acts as a Mending spell cast on a single object of size Large or smaller within 30 ft, with a caster level equal to the Esperanzan's total character level.

Psionic (EX)

Esperanzans receive the Psionic subtype and may freely select from Psionic Feats and Psionic Precursors, described fully in the Psi-Watch Campaign Setting.

Skilled: With the race trapped in hyperspace for centuries, most Esperanzans lack the

knowledge base that most 35th Century citizens take for granted. They lose the human Skilled racial trait.

Favored Classes

Fast Hero Basic Class, Modern Spellcaster Basic Class, and any two Advanced Classes of Choice. Esperanzans have developed a unique form of magic during their exile into hyperspace, and these abilities make them unique on modern Earth.

Favored Powered Hero Talent Tree

Choose either Reflex or Teleporter. Some Esperanzan heroes are known for their uncanny reflexes, while others choose to explore the tactical possibilities an instinctive mastery of hyperspace offers.

IRONWORKER

Medium Humanoid (Psionic)

Progress Level Six

Homeworld: IronClad, The Iron Belt Region (Galactic Fringe)

The Ironworkers are a human offshoot that colonized the harsh, ore rich world of IronClad centuries ago. IronClad is an rocky world a little larger than Earth. A failure of terraforming, IronClad is livable, albeit barely. It's a profitable world though, for all its harshness: deep veins of every valuable ore or radioactive known to the galaxy, a rich planetary manufacturing industry. Those tough enough to survive a tour on IronClad could make a fortune.

Cold, slightly radioactive and scoured by vicious winds that carry razor flecked iron particles, the colonists on IronClad had to be a heartier than average breed. Over the centuries, the initial colonists mutated into Ironworkers- a hardworking, especially durable race of mankind, with an augmented personal electromagnetic aura that helps them survive the dangerous, metal-dominant planet.

IronClad's civilization is basically a mining camp on a planetary scale. Its people are tough, hardworking, and though not uneducated, they prefer knowledge with an obvious practical application. IronClad breeds many engineers and physicists but comparatively few artists or novelists. IronClad isn't entirely uncultured however; the sport of Magno Star originated on the craggy world, and has since swept the entire galaxy.

Ironworkers resemble Earther humans of indeterminate ethnicity. Most have dark hair and eyes. Their skins are reinforced with molecular alloys that help them generate their powerful personal EM fields, and gleam dully in the planet's bruise purple light. Ironworkers tend to be fit and tough.

Additional Ability Score Modifiers

+1 STR, +1 CON, -2 INT.

Ironworkers are superior physical specimens with innate metabolic gifts, but they tend to be less reflective and somewhat less educated than the 35th Century norm.



Additional Racial Traits

Natural Armor (EX)

Their metallaced skins provide Ironworkers with a +1 natural armor bonus to Defense.

Personal Mag-Field (EX)

Ironworkers naturally generate an intense and constant personal magnetic field that even ordinary humans can dimly perceive. Those with cybernetic implants, or even dental fillings can feel an

Ironworker's personal mag-field as a subtle vibration in the metal.

Ironworkers are instantly aware when any creature of Size Tiny or larger made primarily of metal or wearing or carrying large amounts of metal approaches within 10 ft of them, and can instantly perceive the creature as if by Blindsight.

Ironworkers constantly repel metallic projectiles gaining Damage Reduction 1/- as it applies to metallic projectiles (such as bullets, shrapnel, or the iron laced winds of their homeworld) only. This DR stacks with Damage Reduction from other sources, but does not apply towards non-metallic projectiles (such as arrows or sling stones, for instance).

Psionic (EX)

Ironworkers receive the Psionic subtype and may freely select from Psionic Feats and Psionic Precursors, described fully in the Psi-Watch Campaign Setting.

Racial Bonus Feat:

Ironworkers lack many of the educational opportunities afforded to 'softer' humans back on Earth. They lose the human racial bonus feat.

Favored Classes

Strong and Tough Basic Classes, Engineer and Space Monkey Advanced Classes.

Favored Powered Hero Talent Tree

Force Manipulation. Note however that due to their racial mutations, Ironworker Powered Heroes can only manipulate ferrous objects using talents from the Force Manipulation tree.

D20	Parental Complication
1	One of your parents is selected by Earth Gov-One as a candidate for the office of planetary President.
2	Your parent is trying damn hard to set you up with another Galactic Legionnaire.
3	Your parents and several other Galactic Legionnaires' are kidnapped and held for ransom by a dishonorably discharged former Legionnaire with a grudge.
4	Your widowed or divorced parent is starting a romance with the similarly lonely parent of another Legionnaire- your worst rival.
5	Your parent disappears on a perilous mission to a remote colony world or is lost in time.
6	An orphan Legionnaire, or one with an undefined origin, is discovered to be the lost child of a senior Command Fleet admiral or Command royalty.
7	Somebody arranged for a sedated Algon Skitterer to be shipped in a crate to your mom's doorstep
8	A time fluke de-ages one or both your parents, and now they want to try out for Galactic Legion membership!
9	Whichever parent the player character likes more falls victim to Agony Fever.
10	Your parents are dead set on immigrating to a prosperous new colony world- the only problem, because of secret data you have access to as a Galactic Legionnaire, you know the world is far deadlier than they think.
11	One or both your parents lose their jobs as a result of the economic repercussions of a previous mission with the Galactic Legion.
12	Your parents are divorcing, in a storyline dripping with the sappiness expected of an early 1980s after school special.
13	A Bounty Droid (Space Monsters v2) has mistaken your harmless mother for a wanted space pirate. Or maybe he hasn't....
14	One of your parents is revealed as the long-disguised member of another species, possibly retconning your racial traits.
15	Your dad, in deep debt to WARSTAR or Space Mafia thugs, sells out Galaxy Command to save his own ass.
16	One of your parents is hypnotized into placing an anti-matter bomb aboard the Command Moon during a visit
17	An odd sickness permanently removes one of your parent's innate racial superpowers. (Roll again for most human characters.)
18	Sekhmet Ammt sends assassins into the past after your parents, and unlike most other time travelers, her actions can actually alter the past.
19	One of your parents goes on a misguided crusade against the revealing Pacifician fashions that are the current fad.
20	After you and other Legionnaires are nearly killed on a mission, one of your parents begins a campaign to disband the Galactic Legion.

PARENTAL COMPLICATIONS

Most of the Galactic Legionnaires are young- the rookies barely 13, and the veteran 'life-time' members in their mid to late 20s. Most still have parents, either immigrated to the Command Moon or else where in the galaxy, and occasionally these parents become the focus of the session's subplot.

POWERED HEROES IN ACTION GALAXY

Most of the protagonists in an Action Galaxy campaign will have Powered Hero class levels. The following enhancement protocols are especially common in the campaign. The new Elasticity talent tree is not unique to the setting, but is certainly most common in an Action Galaxy campaign.

Chyss Experiment

As the Chyss push into the galaxy, they have begun a cruel program of experimentation on captives, trying to develop the next generation of superhuman weapon. The clones of **Batch KG-5YL** are products of these sadistic medical and genetic

experiments, as are the heroes empowered by this Enhancement Protocol. Chyss Experiments escaped or were freed from the Chyss modification pits before they could be mind-wiped for service to the Chyss Bio-Imperium, and now want revenge. These twisted heroes might be the galaxy's last, best hope for victory against the rapacious Chyss.

Skills: Chyss Experiments have been exposed to a radically different form of technology- one based on symbiosis and bio-tech rather than plastic and circuits. As a result they receive a +2 insight bonus on Treat Injury and Survival checks, and these checks are always class skills.

Bonus Feat: Chyss Experiments are mentally hardened by their experiences in the modification pits. They receive Iron Will as a bonus feat.

Allowed Powered Hero Talent Trees: Booster, Density Control (density only), Elasticity, Flyer, Healer, Honey Trap, Mega-Scale Strength, Nullifier, Peak Human, reflex, Regenerator, Shapechanger, Summoner, Tracer, Warform

Hunted and Marked (SU)

As one of the primary potential weapons for the Chyss Bio-Imperium, your escape set the Chyss military caste back by years. Your capture or



execution is a priority to the Chyss. Any Chyss creature that successfully damages you inflicts an additional HP worth of damage per damage dice.

Xeno-Metabolism (EX)

Your body was warped by Chyss bio-tech and your powers are the result of alien symbiotes and floral parasites. You become immune to poison and receive a +4 racial bonus on FORT Saves versus disease.

Cosmic Justice Bringer

You were empowered by ancient cosmic forces to bring justice to the Universe. Depending on the campaign setting, you may have a connection to the long extinct Senator race of *Othervers* America's Second Universal Iteration, a benevolent, isolated faction of *Psi-Watch's* Culture, or be a special project of *Galaxy Command's* wise and benevolent Adam Intelligence (or Earth-Gov One).

Your body is decorated by luminous circuit diagrams, heavy, zig zagging lines of power that glow brightly when you activate your most impressive gifts. Your personality has been reconstituted along with your body- you are driven to fight for what you believe in, rarely run from even the most overwhelming odds, and have increasing difficulty relating to 'mortals'.

Skills: Cosmic Justice Bringers are natural leaders in tune with the mysterious history of the cosmos. They receive a +2 insight bonus on Knowledge (history) and Diplomacy checks, and these skills are class skills.

Bonus Feat: Cosmic Justice Bringers are trained in divine martial arts forms perfected by beings from an earlier draft of reality. Cosmic Justice Bringers receive Combat Martial Arts as a bonus feat.

Allowed Powered Hero Talent Trees: Any. Cosmic Justice bringers may be empowered by a wide variety of super-weapons by their space-god patrons.

Cosmic Powers (EX): You powers make you a post-human demi-god from a futuristic pantheon. You receive the following powered hero talents as a first level Powered Hero rather than choosing a specific talent: Flyer I, Reflex I, Peak Human I, Shooter I. You also receive the Cosmic Energy Absorption starting talent.

Class Modifications: Your cosmic powers are fueled by purpose and confidence. You must select a primary allegiance to good, law or protecting sentient life. If you violate this allegiance, or if you retreat from battle, your confidence is shaken. You cannot use any Powered Hero talent requiring an action to activate for 24 hours after such a violation.

Galactic Legionnaire

Using temporal manipulation and gravity wave enhancement methods, Galaxy Command has built up an entire legion of galactic protectors. These elite, highly trained superheroes protect the known universe from WARSTAR's rapacious alien hordes. Galactic Legionnaires are incredibly powerful, far more so than even the most powerful Lifer terrorist rampaging across Othervers America. They have to be- they're the ultimate space cops, and all the Milky Way is their beat.

Skills: Galactic Legionnaires are skilled diplomats and investigators- equally at home in first contact scenarios as they are investigating the murder of high ranking xeno-diplomats. They receive a +2 insight bonus on Diplomacy and Investigate checks; these skills are class skills for the powered hero.

Bonus Feat: Galactic Legionnaires are insulated about the worst WARSTAR time manips can throw at them, and receive Temporal Immunization as a bonus feat.

Cybernetic Senses: As the cybernetic enhancement protocol.

Allowed Powered Hero Talent Trees: Any. Galactic Legions are hotbeds of superhuman diversity, and many battalions require that any new

Star Hero

The Star Hero enhancement protocol creates a multitiered, adventurous superhero in the spirit of 70s TV. These bold heroes have a variety of talents (as many as the plot demands, really) but cannot take capstone talents (which would break the special effects budget).

Entry Restriction: Only humans, of any subtype, may become Star Heroes.

Skills: Star Heroes are excellent native pilots, extremely comfortable behind the stick of a Galaxy Command starfighter. They receive a +2 trait bonus on Pilot checks and Computer Use checks made to use starship systems or equipment.

Bonus Feat: Star Heroes are hard charging heroes with a reputation for last second escapes, narrow, hard-fought victories and dramatic reversals. Star Heroes receive Action Bank as a bonus feat.

Allowed Powered Hero Talent Trees: Any. Star Heroes have incredibly diverse talents. However,

Star Heroes cannot select Powered Hero talents with more than a single prerequisite with the exception of Talents from the Shooter, Peak Human and Reflex trees. They can take Talents from those three trees with up to two prerequisites.

Class Modifications: Star Heroes receive the Galactic Defender trait as a bonus feat upon taking their first Powered Hero level.

Bio-Mech Anatomy (EX): The Star Hero Powered Hero does not suffer the Bio-Mech Anatomy disadvantage.



members bring a new combination of powers and talents to the table.

Space Worthy (EX)

Galactic Legionnaires are space worthy; they become immune to suffocation, hard vacuum, environmental heat and cold, as well as radiation. They gain the movement and communications capabilities of a light starfighter, and can travel through hyperspace under their own power.

In ship-to-ship combat, Galactic Legionnaires have a tactical speed of 500 ft, plus 500 ft per every talent chosen from either the Flyer or Force Manipulation trees (to a maximum of 4,000 ft tactical speed).

Song Master

Song Masters are the protectors of the dimensionally displaced island of Esperanza. During the island's long sojourn in the rainbow void of hyperspace, the Song Masters battled time bandits, raided passing starships for necessary technology, and beat back incursions by dangerous alien predators. These white garbed warriors are masters of a sonic scream that can perform virtually any feat they need it to.

Song Masters often multiclass as Modern Spellcasters.

Entry Restriction: Only Humans of the Esperanzan subspecies can become Song Masters.

Skills: Song Masters know the secrets of hyperspace and its strange creatures better than most spacers, and a young Song Master begins training by mastering the human vocal range before moving onto the superhuman range. They receive a +2 insight bonus on Knowledge (the planes) and Perform (sing) checks; these checks are always class skills for them.

Bonus Feat: Esperanzan Song Masters are great heroes, who battle tirelessly against impossible odds. They receive Action Bank as a bonus feat.

Allowed Powered Hero Talent Trees: Booster, Flyer, Force Manipulation, Healer, Illusionist, Luckweaver, Nullifier, Peak Human, Reflex, Shooter, Summoner, Teleporter.

Class Modifications: Swap the Powered Hero's FORT and WILL Save progressions. Song Masters are strong willed but not as physically invulnerable as other types of superhero.

Bio-Mech Anatomy (EX): The Song Master Powered Hero does not suffer the Bio-Mech Anatomy disadvantage.

Elasticity Talent Tree

Prime Ability: Dexterity

Superheroes with elastic power can stretch and contort their limbs to incredible lengths and into incredible shapes. Others might be able to inflate into a rubber ball, bouncing around knocking out bad guys by the dozen. The Elasticity Talent Tree synergizes nicely with talents from the Shapeshifter, Warform and Reflex trees.

Elasticity is available to the following Enhancement Protocols:

Angel Helix, Chyss Experiment (this book), Galactic Legionnaire, Genetic Enhancement, Gross Out (Psi-Watch Zero Issue), Hereditary, Meta-Athlete, Metaporn Enhancile, Symbiote (Psi-Watch Zero Issue)

Elasticity I

You can make your body rubbery and fluid at will, when you need to. Your reach in combat increases by 5 ft, and your maximum reach increases by an additional +5 ft each time you take a talent from the Elasticity Talent Tree. You may still threaten squares adjacent to you, simply by shortening your swings.

Elasticity II

Your elastic body allows you to inflate yourself at will. As a move-equivalent action, you can increase your size by one category, gaining all the bonuses and penalties associated with your new size.

While inflated, your body forms into a spherical shape, de-emphasizing your limbs, to a degree you choose. You can either suck your limbs entirely into the rubbery mass of your torso, or leave them mostly extended. When you first inflate, you may choose to suffer a penalty of -1 to -4 on attack rolls (which is in addition to the size penalty, if any). For every point of attack penalty you suffer, you gain Damage Reduction 2/slashing or piercing, which stacks with DR from other sources, such as Tough Hero class levels.

Prerequisite: Elasticity I



Constrict

You gain the Constrict special quality.

Prerequisite: Elastic Skills, Elasticity I

Controlled Bounce

You can control the path of your bounce. You still move in a straight line when bouncing, but each time you impact and change directions, you can choose the direction traveled, in addition to the original direction of travel

Prerequisite: Elastic Bounce, Elasticity II, Elasticity I

Elastic Bounce

Your body takes on the consistency of hard rubber. You become immune to bludgeoning damage and falling damage. For every point of HP damage a bludgeoning impact would normally inflict upon you, you are sent bouncing 5 ft in a random direction. You move in a straight line. If you impact a wall, or other obstruction, you are sent bouncing in a new random direction. Do not calculate damage (and thus additional bouncing distance) for these secondary collisions to make game-play simpler.

This bounce is not considered a move action, and does not count against the Elastic

Powered Hero's total movement for the round. You can use this chart to randomly determine direction of travel. Any creature struck by the Elastic Powered Hero during their bounce suffers damage equal to the Powered Hero's unarmed strike (REF Save 10 + the Powered Hero's DEX modifier + her class level for half damage).

1 NW	2 North	3 NE
4 West	Original Position	5 East
6 SW	7 South	8 SE

Example:

A super strong battle robot punches Spring Queen in the face with a big metal fist-slam that would of inflicted 2d4 HP on an ordinary human, and the dice say the robot inflicts 6 HP worth of damage. That's 30 ft worth of bounce. Rolling randomly, Spring Queen is knocked south in a straight line. She flies 15 ft before slamming into a bulkhead, and then moves 10 ft to the west before hitting a computer console, and finishes out her bounce with 5 ft of movement to the west again.

Prerequisites: Elasticity II, Elasticity I

Elastic Ladder

Thanks to your super-long elastic legs, you can stride right over obstacles and reach high places with ease. You can stretch upwards a number of feet equal to your enhanced melee reach. Your size does not change, but you can walk right over most low level obstacles, pull yourself easily to higher levels, or walk along rooftops.

Prerequisites: Elasticity I

Elastic Skills

Your super-elastic body provides you with a +2 racial bonus on Acrobatics, Escape Artist and CMB, which increases by an additional +1 each time you take a talent from the Elasticity Talent Tree.

Prerequisite: Elasticity I

Elastic Slap

When you want to hit someone, you swell your hands up to the size of large dogs, and slap your opponent into submission with elastic fists. When making a melee attack with natural weapons, you resolve the attack as a melee touch attack.

Prerequisite: Elasticity I

Elastic Tangle

You can trip up unwary opponents with your grotesquely elongated legs, fingers or other body parts. As a swift action, once per round, you can create a number of squares of *difficult terrain* at any point within a radius equal to the augmented melee reach provided by your Elasticity. These squares need not be contiguous, but they must all be within range.

Example:

Spring Queen (DEX 17) is trying to slow down a horde of Time Scum, and decides to use this tactic to create three squares of difficult terrain. She has 4 talents from the Elasticity tree, giving her an enhanced melee reach of 25 ft (5 ft base + 20 ft). Spring Queen to create the three squares of difficult terrain at the entrance of the room she's in, in a straight line, with the most distant square being about 20 ft from her current square. With a thought, she turns her lower body into spandex-clad spaghetti and succeeds in tripping up the Time Scum.

Prerequisite: Elastic Skills, Elasticity I

NEW POWERED HERO TALENTS

These new class talents belong to various Powered Hero Talent Trees.

Genius

Robotic Reprogramming

You can whistle binary code chirp-commands that stop hostile robots in their tracks, and maybe even turn them to your advantage. Once per day for every Genius talent possessed, you can use robot reprogramming as a standard action.



Robot Reprogramming functions identically to Dominate Monster, save it affects only Constructs, and can affect creatures otherwise immune to magic or mind-influencing effects. The WILL Save DC for Robot Reprogramming is 10 + the Genius' INT Modifier + the number of her Genius talents. Even if the robot makes its save against the Robot Reprogramming, it is considered *stunned* for one round.

Prerequisites: Genius I

Mega-Scale Strength

Mega-Breath

Your superhuman strength extends to your powerful lungs. A number of times per day equal to 3 + your STR modifier, you can exhale a line of hurricane force winds as an attack action.

Doing so creates a 60 ft x 5 ft line of high velocity air, equivalent to tornado force winds. All creatures and objects suffer 4d6 non-lethal bludgeoning damage, plus creatures of Size Larger or smaller must succeed at a FORT Save (DC 15 + your STR modifier) or be blown backwards to the end of this line, or checked (prevented from forward motion that round) on a successful save. Creatures of Size Huge or larger are checked on a failed save, or suffer no penalty on a successful save.

Prerequisite: Mega-Scale Strength II, Mega-Scale Strength I

Microbe Talent Tree

Microscopic Attack!

You slip between microscopic cracks in your opponent's armor to attack them from inside. When shrunk to Size: Fine, your attacks against larger creatures ignore equipment or natural armor bonuses to Armor Class/Defense.

Prerequisite Microscopic, Microbe III, Microbe II, Microbe I

Shapechanger

Inorganic Camouflage

You can take the form of vehicles, furniture, computer terminals and other mechanical devices to better conceal yourself. You may imitate the form of any mechanical device up to Size Huge. While so disguised, you are immobile and incapable of physical action, but retain your normal sensory and mental capabilities. You do not gain the functions or capabilities of the imitated device, nor its Hardness or Hit Points.

Shifting into the form of an immobile, mechanical device is move equivalent action, while returning to your base form, or another mobile form is a swift action.

Prerequisite: Shapechanger III, Shapechanger II, Shapechanger I

Shooter

Disintegrating Touch

Your hands glow with energy, allowing you to disintegrate objects (and enemies) with a touch. When making a melee touch attack, you add your Shooter talent damage to the damage inflicted. Objects reduced to 0 HP by your disintegrating touch are completely atomized.

Prerequisite: Shooter Plus, Shooter I

Eyebeams

You can channel lethally accurate bolts of energy from your eyes. If you make no other Shooter attacks this round, you can make a single attack with your Shooter blast as an eyebeam attack. The eyebeam attack takes a -2 penalty to the attack roll, but is considered a swift action.

Prerequisite: Shooter I

Temporal Manipulation

Time Touch

With a touch, you can shunt your enemies into the future.

As a melee touch attack, you may send an opponent briefly into the future. If your opponent fails a FORT Save (DC 10 + $\frac{1}{2}$ your Powered Hero level + your INT modifier, it disappears in a flash of white energy. When the effect ends, the creature returns to the space it was before being displaced. If an object is in that space, the creature is shunted aside to the nearest open square and takes no damage. The length of disappearance is 1 round for every two Powered Hero levels you possess (rounded down, maximum 10 rounds).

Prerequisite: Time Manipulation II, Time Manipulation I

Transmutation

Disease Control

You can infect your targets with diseases, by carefully transmuting harmless bacteria present within his body into deadly germs.

Prerequisites: Transmuter I, Alter Bio-Chemistry feat, Craft (pharmaceutical) 5 ranks (or 2 ranks PFRPG)

Benefit: By spending an action point, you can create virtually any disease you desire within the blood stream of a target within 30 ft. This target must be clearly visible and have less than total cover from you. You must succeed at a Craft (pharmaceutical) check whose DC is equal to 5 + the disease's FORT Save (to avoid infection, if it has different saving throw DCs).

If the check fails, the action point is lost without effect, and the desired reaction does not occur. If the check succeeds, the disease immediately infects the target, without allowing a saving throw. The controlled disease has an onset time of only one round, but otherwise functions normally to the standard disease.

When selecting a disease, you can use any disease in this sourcebook, the Pathfinder Role Playing Game core rules, D20 Modern's diseases or other applicable sourcebooks, the more exotic and lethal the better. A freelance sourcebook I did for Louis Porter Jr. Designs, *Dangers & Discoveries: The Hazards and Revelations Sourcebook* (2011) includes 24 new diseases, most of which are suitable for an Action Galaxy Campaign with maybe a simple change of name.

STARTING TALENTS

Cosmic Energy Absorption (EX)

Prerequisite: Powered Hero class levels, CON 13+

Your cells are already designed to absorb the vibrant energy of a main sequence star, and can absorb ambient cosmic radiation to increase your power. You are sustained by ambient cosmic radiation, which makes you immune to the harmful

effects of radiation, to suffocation and hard vacuum. You do not need to eat or drink.

When in a heavily irradiated area, you receive a +1 enhancement bonus to your STR and CON scores, as your body absorbs and process the radiation as extra power.

Daysider (SP)

Prerequisite: Human or human-like race

You are one of the natives of the Dayside of the tidally locked, war-torn world Kynder-III. You are recognizable by your golden skin, baroque body armor and absolute command of ambient light.

You may use either *Dancing Lights* or *Flare* at will as a first level sorcerer. Your racially favored Powered Hero talent changes to either Illusionist or Shooter, at your option. Heroic Daysiders either master the possibilities of light in the visible spectrum, or else project intense flames at will.

Esperanzan Armor Song (SU)

Prerequisite: Esperanzan Human only

You add a new possibility to your Hyperspatial Song racial trait.

- **Armor Song:** Gain a +2 deflection bonus to Armor Class/Defense for one minute. During this time, you gain Sonic Resistance 5.

Esperanzan Courier's Song (SU)

Prerequisite: Esperanzan Human only

You add a new possibility to your Hyperspatial Song racial trait.

- **Courier's Song:** Gain a +10 ft increase to your Base Landspeed for one minute.

Flight Ring Mastery (EX)

Prerequisite: Galactic Legionnaire membership

The thought responsive circuits that link Galactic Legion flight rings to their users are controlled by will power. You can summon your willpower to get far greater performance out of your flight ring than normal.

Any flight ring you use has its flight speed increased by +30 ft; if you take the Iron Will feat, your flight ring's maximum flight speed is increased by an additional +30 ft.

Forcelord (EX)

Prerequisite: Neuros race, Expert starting role

You hail from one of the Neuros corporation/families renowned for their forcefield tech. You begin play with a customized Neuros Forcebelt. It only requires a DC 12 Computer Use check for you to activate your Forcebelt, but since it is customized to you specifically, other users must succeed at a DC 25 Computer Use check to activate the device.

Galaxy Command Specialist (EX)

Prerequisite: Galaxy Command or any good or humanitarian allegiance, 4 ranks in skill specialty

You serve aboard a Galaxy Command fleet vessel or space station. As a result of your service with Galaxy Command you have been issued a color-coded Galaxy Command jumpsuit (*see Galaxy Command campaign setting*) that denotes your specialty. You must have maximum ranks (4 ranks) in the specialty listed to receive a color-coded jumpsuit in the corresponding color.

Silver/white jumpsuits are the general duty uniform of most Galaxy Command troops and can be worn by any character regardless of their ranks in Jump, including characters normally assigned another specialty.

Color-coded jumpsuits provide a +2 equipment bonus on a different skill check, but otherwise function identically to standard Galaxy Command jumpsuits.

Galaxy Command Jumpsuit Color	+2 Equipment bonus to this skill.....
Silver/White (general duty uniform)	+2 Jump
Red or Brown (military)	+2 Intimidate
Blue (medical)	+2 Treat Injury
Orange or Tan (fighter crew)	+2 Pilot
Grey (engineering)	+2 Repair
Gold/Yellow (command)	+2 Diplomacy

Alternatively, Pacifician human characters might acquire a Galaxy Command bikini, which functions identically to a command jumpsuit (including life support functions) but covers a lot less skin. These bikinis come in glossy black with color coded trim. The male version consists of a speedo and a vest (like what Sean Connery wore in *Zardoz* or *Tyroc*'s original, Mike Grell designed costume).

Galactic Defender (EX)

Prerequisite: Powered Hero class levels, Galaxy Command campaign setting

The Galactic Defender is provided with a Galaxy Command uniform, a unique, nearly indestructible energy badge and authorization documents from Galaxy Command proclaiming their occupation as a space cop. Their status as galactic heroes provides the character with a +2 circumstance bonus on CHA based skill checks among those friendly to Galaxy Command.

Kraborian (EX)

Prerequisite: Combat starting role, Galaxy Command campaign setting

The 'Bor breeds 'em tough.

You were born and raised in rough and dangerous Krabor, in the Iron Belt Region of the Galactic Fringe, a dark spot in otherwise utopian Command Space. Gangs and low grade Space Mafioso wannabes rule the planet, and to survive its inhabitants need to be both tough and a little larcenous.

You receive a +1 trait bonus on Knowledge (streetwise) checks and gain +1d4 bonus HP, which is damn useful in a back alley laser knife fight.

Nano-Costume (EX)

Prerequisite: Light Armor Proficiency

You have access to a distinctive suit of Light Body Armor (usually a combat skinsuit of some type). This armor is nano-impregnated. While wearing this armor, you can concentrate for about one minute, you can shift the color and patterning of the armor in virtually anyway you desire. In addition, if the costume is damaged but not completely

destroyed, it repairs itself completely over the course of 1d4 days.

If the nano-costume is lost or destroyed, you can usually replace it within a week, though the specifics are left for the game master to adjudicate.

R'lythian Shifter Mutation (EX)

Prerequisite: Powered Hero class levels, at least one talent from the Shapechanger tree

Like many of the galaxy's shapechangers, you were mutated using genetic material from a R'lythian Shapetaker. In your natural form, your skin becomes a rich, golden orange, and you grow short antenna with which you scan objects to imitate.

Shapechanger becomes a racially favored Talent Tree for you, in addition to your race's native racially favored Powered Hero Talent Tree.

Ultra-Specialized (EX)

Prerequisite: Powered Hero class levels

You were designed for excellence in a single, needle-narrow field. Select a single skill on the Powered Hero class list. You receive a competence bonus on checks with that skill equal to your total number of Powered Hero talents.

ACTION GALAXY FEATS

Action Bank

You know when to act decisively, and are capable of performing heroic feats with amazing regularity.

Prerequisite: Heroic Surge, any other feat or class ability which requires an action point to activate

Benefit: When you take this feat, you gain a permanent action point that refreshes each day. Thus, you always have at least one action point.

Special: You may take this feat multiple times. Each time you do so, you gain another permanent action point.



Additional Duplicates (Racial – Trius)

While all Trius can split into 3 duplicates at will, you're a mutant with the ability to split into an almost endless amount of duplicates. In effect, you're a one alien Galactic Legion.

Prerequisite: Trius race

Benefit: When you activate your Triplication racial ability, rather than generating a pair of energy clones, you generate a number of energy clones equal to 2 + your CHA modifier. In all other ways, your expanded duplication ability functions like Triplication.

Alter Bio-Chemistry (Psionic)

Your transmutational control is fine enough that you can synthesize drugs or toxins from a target's blood. Depending on the transmuter's

desires, this power can be lifesaving or it can be a death sentence, based upon the chemicals chosen.

Prerequisite: Transmuter I, Craft (pharmaceutical) 5 ranks

Benefit: By spending an action point, you can create virtually any drug or chemical you desire within the blood stream of a target within 30 ft. This target must be clearly visible and have less than total cover from you. You must succeed at a Craft (pharmaceutical) check whose DC is equal to 5 plus the chemical's Purchase DC.

If the check fails, the action point is lost without effect, and the desired reaction does not occur. If the check succeeds, the drug or chemical immediately takes effect, without allowing a saving throw.

Gear Growth (Racial – Proximate)

You have evolved versions of the naturally occurring bio-cybernetics common to your species, and can turn these growths into useful devices, extruded from your body.

Prerequisite: Proximate race

Benefit: As a full round action, you can grow a high tech device of up to size Small with a Purchase DC equal to 20 + your CON modifier or less. This device seems to congeal beneath the skin of your torso, before oozing out of your sternum and taking solid form. Aside from a bio-tech, ‘grown’ appearance, the extruded device functions identically to a normal device of its kind; thus an Electronics Kit manufactured in this way would look different, but function to a standard Electronics Kit issued by a Command quartermaster.

You may use this ability a number of times per day equal to 3 + your CON modifier. Items created in this manner function identically to their standard counterparts and are permanent once grown.

Inspiration to Us All (Racial – Human)

You’re a time traveler brought into the 35th Century after performing courageous and legendary deeds that helped build the cosmos. Of course, given the nature of time travel, you might not have accomplished these great deeds yet.

Prerequisite: Human with the Historic Human template only

Benefit: When using your Historic Inspiration racial feat you provide your allies with the same skill bonuses you enjoy as part of your Absolute Master racial trait. In addition, if your allies are suffering from any mind-influencing effect when you activate your Historic Inspiration feat, they receive a new saving throw to end the effect.

Iron Mutant**(Racial – Ironworker Human)**

Several of the early Iron Belt colonists were mutated by cosmic radiation. Their skins became leathery and gnarled, so hideous that many of these early colonists wore metal masks to hide their ugliness. But their children grew up strong and

tough, and their grandchildren and more distant descendants stronger still. A growing minority of families on IronClad are Iron Mutants, who are today a vital part of the world’s economy, but still wear their steel masks as a symbol of their ancient culture.

Prerequisite: CON 15+, Ironworker Human race only, character level first)

Benefit: You suffer a -2 racial penalty to your CHA score due to your bodywide scarring. However, your gnarled, metallic hide provides you with Damage Reduction 1/- which stacks with existing DR from other sources. You become immune to radiation.

**Library World Datalink
(Racial – Neuros)**

Like many of the most respected scholars and scientists of your species, you have been fitted with a cybernetic datalink that allows you to tap the vast knowledge contained in the Library World database.

Prerequisite: Neuros Race, Genius I

Benefit: Your constant ansible link to Library World provides you with a +5 equipment bonus on all Knowledge skills.

**Library World Feat Link
(Racial – Neuros)**

You can download advanced knowledge from Library World

Prerequisite: Library World Skill Link

Benefit: Rather than downloading 10 ranks in a skill, you may choose to download a single feat you meet the prerequisites for from Library World. This ability otherwise functions identically to Library World Skill Link.

**Library World Skill Link
(Racial – Neuros)**

Your connection to the Library World is even more profound than usual.

Prerequisite: Library World Datalink

Benefit: At any time, you may download 10 ranks in any skill of your choice from the Library World datafiles. This requires one minute of uninterrupted concentration. These bonus skill ranks

apply beyond normal level caps- you can apply these bonus skill ranks to a skill you have already placed maximum ranks into. You may switch your downloaded skill as often as desired.

Super Pet Owner

Benefit: You gain an animal companion with the Super Pet template (see the monster section) added. This creature gains abilities as an animal companion for a Ranger of your total character level.

You don't exactly choose what kind of Super Pet you get, though. The animal 'adopts' you. You roll randomly to determine what base animal (as found in The Bestiary) your Super Pet is, as well as the pet's basic appearance and personality. If your Super Pet is ever slain, you can replace it with a new Super Pet when you next gain a level.

Command realities, and many Command heroes are immunized against WARSTAR entropists. Galactic Legionnaires are immunized upon induction into the organization, as the team's struggle against Sekhmet-Ammt are legend throughout space-time.

Benefit: You become much less vulnerable to the harmful effects of powers from the Temporal Manipulation Powered Hero talent tree. You receive a +6 bonus on saves against powers from this talent tree. If affected by an Entropic Assault, you only age 1d6+1 years, not age categories, and you become immune to Temporal Annihilation.

ADVENTURING EQUIPMENT AND ULTRA TECH

D6	Super Pet Type	Distinctive Trait	Super Pet Personality
1	Super Cat (familiar)	Star or lightning patch on its fur/feathers	Super competitive with other animals, super or not.
2	Super Dog	Odd color (red, blue, multicolored fur, ect)	Jealous of time you spend with other humanoids
3	Super Horse	Cute little alien antenna on its forehead	Tends to chase passing rockets or starships
4	Super Monkey (familiar)	Wears a variation of your own costume or armor	Very protective of kids of all species
5	Super Bat (familiar)	Surrounded by a glowing nimbus of energy	Prefers exploring space to fighting crime
6	Super Hawk (familiar)	Odd alien eyes (compound eyes, glowing eyes, cyclops, ect)	Comically huge appetite

Athenian Idol (PL 7)

Athenian Idols are a strange artifact from the female exclusive planet of Athena. The Idols are usually closely guarded and used to empower the bravest Athenian warriors, but occasionally a Galactic Legionnaire heroine is presented with one in honor of her own heroic deeds. An Athenian Idol is an abstract silver statue of a female warrior, armed with spear and shield, about eight inches high.

Temporal Immunization

Your personal quantum timeline is strengthened by exposure to exotic energy wavelengths, a vital defense when facing down hostile time manipulators. This feat is fairly rare in the Otherverse America reality, as Temporal Manipulator powers are not wide spread enough to be a major common. Temporal Immunization is far more common in the Psi-Watch and Galaxy

Each Athenian Idol must be attuned to a single female owner. The statue must remain in close proximity to the woman for five days, and a small recess in the statue's base must be filled with a few drops of the owner's blood, hair or other genetic material. Once the Idol is attuned, so long as the Athenian Idol is left in an area that is at least *mildly radioactive*, the attuned owner receives a +2 enhancement bonus to her STR score. This effect functions regardless of the distance between



statue and owner. An Athenian Idol can only be attuned to a female owner; it provides no benefit to a male or non-female owner.

Belt Replicator (PL 8)

Belt Replicators are a standard part of the Galactic Legion's field kit. This sleek equipment

pod, worn on the belt can perform most of the functions of a shipboard replicator.

The Belt Replicator can synthesize any Small or smaller object, weighting up to 10 lbs with a Purchase DC of 20 or less. The Belt Replicator can produce firearms (pistols or SMGs only), but cannot

produce energy weapons or explosives. It requires about one minute to synthesize an object.

The Belt Replicator draws its power from the Galaxy Command energy badge, and cannot function without a linked energy badge. A block of ‘ambient matter’ within the Belt Replicator allows it to produce objects; the ambient matter block must be replaced after replicating five objects.

Compu Pad (PL 6)

Compu Pads are common 35th Century personal computing devices. Compu Pads are grey plastic boxes about the size of a thin encyclopedia, with a green and white monitor displaying vector graphics and capable of projecting small holograms above the screen.

A Compu Pad combines the functions of a *desk top computer*, *cell phone* and *portable satellite telephone* (from the D20 Modern core rules) into a single device. A Compu Pad may be upgraded to provide a +1 equipment bonus on Computer Use checks with the device by increasing the item’s Purchase DC by +1 per point of enhancement. A Compu Pad may be enhanced up to +5.

Data Archiver (PL 7)

The Data Archiver is a slender silvery wand with blue and green deep scanning lasers running along its length. It is often carried clipped to the equipment belt of Galaxy Command first contact teams and anthropologists.

When the Data Archiver is run along a piece of media (which can be in almost any conceivable storage format, from bound books to tapes or CDs or alien data crystals), the Data Archiver creates an exact digital recreation of the scanned data. The Data Archiver also attempts to translate the data. The onboard AI is programmed with a +15 total modifier on Decipher Script/Linguistics checks. Scanning and copying data is a full round action; translation requires about one minute per 100 pages of text or 1 hour of audio or video data. If the data

is translated, the Data Archiver also provides a short summary of the scanned data.

Flight Belt (PL 6)

Flight Belts are personal anti-gravity devices used throughout Command Space. Flight Belts are fairly bulky metal and plastic belts, composed of multiple flat hexagons arranged end over end. Each hexagonal cell includes an independent power supply and multiply redundant systems for safety. The Flight Belt is operated via telepathic input from the wearer.

While wearing the Flight Belt, the wearer and up to 200 lbs of additional mass gains a Flight speed equal to their base land speed or 30 ft, whichever is greater, with average maneuverability. If the wearer is overloaded, he or she descends automatically, as if under a *featherfall* effect.

A Flight Belt has enough power to function continuously for up to 4 hours before needing to be recharged. Spare Flight Belt energy cells are Tiny items with negligible weight, and a Purchase DC 6.

Flight Ring (PL 7)

This thin, golden band is composed of exotic alloys and filled with cutting edge micro-circuitry. The Flight Ring is a refinement of earlier, cruder Flight Belt technology. The Flight Ring combines the functions of a standard Flight Belt and a Galaxy Command jumpsuit, enabling full life-support capabilities when worn with a Galaxy Command energy badge.

Galaxy Command Energy Badge (PL 8)

The energy badge is a miniature, ultra-high density battery which powers Galaxy Command’s life support jumpsuits and many Galaxy Command weapons. These badges appear to be a thick gold and silver bracelet embossed with Galaxy Command’s crest. The symbol glows a cold blue-white when the badge is energized and actively providing life support capabilities to a Command jumpsuit, or recharging an energy-cell.

All Galaxy Command operatives are issued a personal energy badge upon their induction into the ranks. Replacing a lost or stolen energy badge with another personalized energy badge takes several weeks, but most Galaxy Command bases have dozens of spare ‘blank’ badges for emergency use.

These badges have several uses:

When worn with a Galaxy Command jumpsuit, the energy badge provides the wearer with comprehensive life support capabilities.

The badge acts as a two-way comm-link which offers real-time communication with all other Galaxy Command badges, and the Adam Intelligence through a revolutionary ansible system. Thanks to their badges, Galaxy Command has a real-time communication system that spans the entire civilized galaxy.

Finally, the limitless energy source within the badges allows them to recharge conventional batteries and energy cells, including the power cells for most energy weapons. As a full round action, a Galaxy Command agent can recharge most energy cells just by pressing his or her badge against it.

A Galaxy Command agent can cause their badge to self destruct with a spoken code-phrase, and are instructed to do so to prevent the badge from falling into WARSTAR’s hands. The badge will also self destruct if out of contact with its assigned wearer for 72 hours or more.

Insta Healer (PL 7)

This handheld device is a blunt tipped wand that looks like an electric shaver that found its way into the special effect’s department more than anything. When activated, one end of the Insta Healer pulses with amber light. Merely by passing this device over a wound, the Insta Healer promotes nearly instant tissue regeneration.

As a standard action, the Insta Healer can either stabilize a dying character or restore up to 5 Hit Points lost within the previous minute. An Insta

Healer can be used up to 10 times before needing to be recharged.

Neuros Q-Belt (PL 8)

This advanced Neuros device is a refinement of the brainy race’s force field belts, though the technology is centuries more advanced. Most Neuros believe that the scientists who ‘created’ the Q-Belt did not actually assemble it, rather seizing it from some undefined point in the future. The Q-Belt that far beyond even current Neuros tech!

The Q-Belt is a silvery belt fitted with magenta circuitry that allows it to manipulate time on a quantum level. The Q-Belt has three functions, any of which can be activated by the user as an attack action. A Q-Belt has 10 charges, which recharge naturally every 24 hours. The Q-Belt is considered to be a 20th level spellcaster for the purposes of dispelling or suppressing its effects.

- *Function One:* The Q-Belt can *Slow* any Huge or smaller target within 100 ft for one round per charge. The target receives no save against this effect. Once a target is specified, maintaining the *slow* field around the target is a free action.
- *Function Two:* The Q-Belt can *Haste* the user for one round per charge.
- *Function Three:* Finally, the Q-Belt can cast *Time Stop* on a single target within 100 ft for one round per three charges expended. The target receives no save against this effect. Once a target is specified, maintaining the *slow* field around the target is a free action.

Slumber Mask (PL 6)

This translucent amber mask is worn over a sleeper’s face, sending soothing pulses of energy deep into their brain that induces a deep, restful sleep.

A character wearing the Slumber Mask falls into a deep sleep that provides the benefits of eight

hours of rest in only 15 minutes; characters can still only recover Hit Points and spells/spell slots once per day, however. The Slumber Mask does not provide any benefit if the user is awakened before its 15 minute cycle ends, and cannot affect an unwilling target.

Slumber Mask, Advanced (PL 6)

An advanced slumber mask functions identically to a standard slumber mask, and has a similar appearance. In addition to the effects of a basic slumber mask, the advanced model uses precise mental stimulation to sleep-teach the user specific skills.

For 24 hours after using an advanced slumber mask, the user receives a free rank in one of the following skills, which is chosen at the time the character uses the slumber mask. The skill chosen must be one the character has zero ranks in. Skills available through an advanced slumber mask include:

- Any Craft skill
- Any Knowledge skill
- One rank in Linguistics (ability to speak and read a particular language)

Taine Tea (PL 7)

A single cup of this bitter, pale blue tea can give ordinary people superpowers. ... if you consider being really, really stretchy a superpower. Taine Tea had its origin on Earth, using tea leaves grown under exactly controlled conditions, but has become a popular drink on dozens of worlds.

For 1d4 hours after drinking a cup of Taine Tea, a character gains the Elasticity I talent from the Powered Hero's Elasticity Talent Tree. A character with existing talents from that tree is treated as having one more talent during this period.

Tynewind Phase Crystal (PL 6)

This multifaceted, magenta crystal is small enough to fit in a petite woman's palm, and occurs naturally, in its raw state, on the Phaide homeworld of Tynewind. These phase crystals are commonly exported as artistic artifacts, as a phase crystal faceted by a master gemcutter can fetch millions of credits at auction.

A character can grasp the Tynewind Phase Crystal and concentrate, allowing her to become *ethereal* for 1d4+1 rounds as a free action. While the character remains ethereal, the phase crystal's colors fade, and it becomes milk white. Once the ethereal state is activated, the phase crystal's user cannot return to solidity before the effect's duration naturally ends, regardless of whether or not she remains in contact with the crystal. Each phase crystal can be activated once per 32 hours (the length of a Tynewind day).

Universe Box (PL 8)

A Universe Box is the ultimate evolution in personal computing. A small cube about the size of a soda can, the artificially intelligent Universe Box maintains a permanent ansible link to the Adam Intelligence. These ultra-advanced computers will only function for a character wearing a Galaxy Command Energy Badge.

The Universe Box is an all-in-one portable laboratory. It incorporates all the following pieces of equipment, described fully in the D20 Future sourcebook: GalPos Device, Sensors (armacomp, chemocomp, democomp, electricomp, geocomp, mechanicmp, medicomp and robocomp). A Universe Box can also be used to call for a Dues Ex Machina, by spending an action point. The device is commonly issued to Galaxy Command science staff. The use of Universe Box technology is closely guarded, and such devices are never commonly traded. If available on the black market, they would command a multi-million credit price tag.

The Universe Box's AI

The Universe Box's artificial intelligence has an INT score of 15, and WIS and CHA scores of 10 each. The AI has 4 ranks each in every Craft skill (except Craft visual arts and Craft writing) and all Knowledge skills, Repair and Treat Injury. It has a pleasant, helpful and non-confrontational personality. It speaks very properly and constantly urges its user to live up to Galaxy Command (and Adam Intelligence's) standards.

Skill	Total Modifier
Craft (all except visual arts and writing)	+6
Repair	+6
Knowledge (all)	+6
Treat Injury	+4

energy, magic and psionic effects. While shielded, the wearer's attacks and powers cannot pass through the field. This protective field vanishes at the beginning of the character's next turn.

Stun Charge

As an attack action, the badge's wearer can thrust the badge towards an otherwise unbeatable adversary, and fire a powerful silvery bolt of lightning. This electrical discharge is a ranged touch attack which inflicts 10d6 points of subdual damage. The attack has a maximum range of 50 ft.

Using a stun charge to escape from danger or capture an adversary without killing is fully within the Galaxy Command code of ethics, but using this

ability to subdue and then murder an opponent is an offense worthy of court martial. The Adam Intelligence hopes that its agents will use this ability to survive without killing.

DEUS EX MACHINA

Improbable last second rescues and the intervention of some benevolent alien intelligence are an expected part of pulp sci-fi. Thanks to the Energy Badge's direct connection to the Adam Intelligence, they are an obvious avenue for these last-chance saves.

By spending an action point, any Galaxy Command agent equipped with an Energy Badge can call upon the Adam Intelligence for immediate, direct aid. Aid from the Adam Intelligence takes one of these forms.

Forceshield

Activated by slapping the badge and shouting an emergency command, the Adam Intelligence's defensive subroutines route a burst of impenetrable silver-blue energy anywhere in the cosmos. Activating this ability is a free action, which can be used as an interrupt during another character's action.

For one round, the badge's wearer is sheathed in an impenetrable forcefield which moves with him. The forcefield provides complete protection from all forms of physical harm, including

Information Link

The Adam Intelligence is possibly the greatest mind in the cosmos, and there are very few questions that the alien super-computer can't answer. As a full round action, the Adam Intelligence can make any Knowledge check on the wearer's behalf with a +32 modifier on the check, virtually assuring success.

Alternatively, the Alien Intelligence can make any Research check on the wearer's behalf as a full round action. The wearer uses their own Research skill ranks; the advantage to using this ability is the speed at which the Adam Intelligence can provide the answer.

Item	Size	Weight	Purchase DC	Rest
Athenian Idol	Small	2.5 lbs	DC 38	Mil +3
Belt Replicator	Tiny	2 lbs	DC 28	Mil +3
Belt Replicator Ambient Matter Block	Fine	Neg.	DC 21	Rest +2
Compu Pad	Small	4 lbs	DC 15	None
Data Archiver	Tiny	0.5 lb	DC 17	None
Flight Belt	Small	2 or 3 lbs	DC 18	Lic +1
Flight Ring	Fine	Neg.	DC 23	Mil +3
Galaxy Command Energy Badge	Fine	Neg.	DC 35	Mil +3
Insta Healer	Fine	0.5 lb	DC 17	None
Neuros Q-Belt	Tiny	3 lbs	DC 42	Mil +3
Slumber Mask	Small	1 lb	DC 14	None
Slumber Mask, Advanced	Small	1 lb	DC 18	None
Taine Tea (one cup)	Neg.	Neg.	DC 6	None
Tynewind Phase Crystal	Fine	Neg.	DC 24	None
Universe Box	Fine	0.5 lb	DC 41	Mil +3



ACTION GALAXY ARMOR

Action Wear (PL 7)

Action Wear is a form of ultralight yet sturdy body armor with limited energy diffusing properties, and is the standard field uniform for Galactic Legionnaires. Action Wear is a skintight, colorful bodysuit designed specifically for the wearer, with colors and instantly recognizable icons that describe their powers and to a lesser extent their personality. Some styles of Action Wear have decorative seams and ridges breaking up their smooth lines; others do not, at the purchaser's option.

Action Wear provides the wearer with Resistance 1 against all energy types, which stacks

with other Energy Resistance. In addition, it provides a +1 equipment bonus on REF Saves against attacks or hazards that inflict Electrical or Fire damage.

When powered by an energy badge, Action Wear also performs all the functions of a standard Galaxy Command jumpsuit.

Daysider Armor (PL 4)

The the Daysider race of the war-torn planet Kynder III manufacture this armor. It is worn by their knights, and is a symbol of valor and chivalry throughout the galaxy. Daysider Armor is a rich burgundy cuirass accented with golden rivets and details; the armor's breast is dominated by a sunburst sigil.

Armor	Type	Equip- ment Bonus	Nonprof. Bonus	Max DEX Bonus	Armor Penalty	Speed (30 ft)	Weight	Purchase DC	Rest.
Light Armor									
Action Wear	Concealable	+1	+1	+10	-0	30 ft	2 lbs	19	Lic +1
Command Jumpsuit	Concealable	+1	+1	+10	-0	30 ft	Neg.	15	None
Neuros Forcebelt	Concealable	Provides bonus HP via a forcefield, not conventional armor					4 lbs	40	Mil +3
Neuros Genius Suit	Tactical	+2	+1	+8	-1	30 ft	4 lbs	25	Res +3
Phaide Leathers	Tactical	+3	+1	+5	-1	30 dr	12 lbs	18	None
Medium Armor									
Daysider Armor	Tactical	+3	+1	+8	-2	30 ft	5 lbs	22	Mil +3
Griffin Utility Armor	Tactical	+5	+3	+6	-3	25 ft	9 lbs	20	Mil +3
Shields									
Nuhor Shield	Shield	+4	+1	+4	-8	30 ft	30 lbs	35	Mil +3

The Daysider Armor's unique alien alloy absorbs and redirects thermal energy. While wearing the armor, the character gains Fire Resistance 10. In addition, any firebased attacks forms employed by the wearer, from incendiary grenades to breath weapons, inflict an additional die of Fire damage.

Galaxy Command Jumpsuit (PL 6)

The Galaxy Command uniform is a phenomenal form of light body armor and life support wear. The suit appears to be only a

lightweight, poly-fiber white jumpsuit, but in reality is woven with ultra-miniaturized life support technology.

The jumpsuit acts as ultra-light armor, providing a +1 equipment bonus to Defense. No proficiency feat is necessary to wear this comfortable, everyday work suit. Anti-gravity fibers woven through the suit's pants and boots provide the wearer with a +2 equipment bonus to Jump checks in a normal-gravity environment.

When energized by a Galaxy Command wrist-badge, the jumpsuit's onboard computer systems activate, providing comprehensive life support. A Galaxy Command badge can power the jumpsuit indefinitely, and when so energized the suit allows the wearer to ignore environmental temperature extremes, hard vacuum and radiation, as if he or she were wearing a spacesuit. The energized suit produces an environmental field which keeps the wearer at an ideal temperature and pressure, regardless of outside environmental conditions. The jumpsuit and energy badges are so efficient that Galaxy Command has not used a conventional space-suit in several centuries.

Griffin Utility Armor (PL 6)

Griffin Utility Armor is typically favored by older, more combat hardened members of the Galactic Legion. This armor consists of a dense polymer bodysuit, usually broken into large blocks of color to help identify the Legionnaire in space combat. The armor features heavy shoulder pads and additional padding on the torso and abdomen, as well as protective bracers and shin guards built into the costume.

Griffin Utility Armor includes the light fortification special feature. This allows the wearer a 25% chance to negate the effect of a critical hit. When powered by a Galaxy Command energy badge, it performs all the functions of a Galaxy Command jumpsuit.

Neuros Forcebelt (PL 8)

The Neuros Forcebelt might be the greatest revolution in personal defense since Kevlar was synthesized. This slender is fitted with multiple golden equipment pods and ultra-advanced pico-circuitry.

Activating a Neuros Forcebelt is a move equivalent action that requires a DC 20 Computer Use check; the force field must be quickly calibrated each time it is activated. This is an easy task for most Neuros geniuses, but a challenge for the galaxy's lesser minds.

While the Forcebelt is activated, the wearer is surrounded with an energy field, which hugs the contours of their body, and has 100 HP. The forcefield's Hit Points are lost first; if reduced to 0 the Forcebelt's emitters shut down, and cannot be activated again for 24 hours. A damaged but not destroyed force field recovers 1 HP per minute. A Neuros Forcebelt has a self contained powersupply with virtually unlimited runtime.

Neuros Genius Suit (PL 8)

This wearable computer-suit is worn by Neuros scientists, medics, technicians and researchers, and is a galactically recognized symbol of intellectual superiority. The Genius suit is a slick, plasticine white bodystocking filled with advanced circuits. Thick padding worn on the right side of the torso, and usually in a bright purple or electric blue, conceals the suit's main computers.

While wearing the Genius Suit, a Neuros character receives a +3 equipment bonus to his or her INT score; this bonus does not provide additional skill ranks or spells/spell points. Non-Neuros wearing a Genius Suit receive a +1 equipment bonus to their INT score.

Nuhor Shield (PL 8)

The Nuhor Shield is a heavy tactical shield made of a translucent bluish-grey alloy. A transparent window near the top, made from starship polymer, allows the wielder to look out through it even when the shield is raised. Advanced circuits are barely visible within the shield's transparent mass.

While wielding a Nuhor Shield, a character can expend an action point as a swift action to reflect a specifically targeted Powered Hero talent back to the Powered Hero who caused the effect. The Powered Hero must be within 60 ft of the wielder. The Powered Hero is affected normally by the reflected effect. The Nuhor Shield's wielder must be conscious and able to act to use this ability.

Phaide Leathers (PL 4)

While most Phaide prefer finely tailored suits or corset and gown, the adventuring few prefer these leathers. Phaide Leathers are bone white suits of well stitched leather armor, made from the boiled hide of a cat-like predator native to the world.

If Phaide Leathers are worn with a Tynewind Phase Crystal, they resonate in harmony with the Phaide wearer's own body, allowing the Phaide to become *ethereal* for an additional 5 rounds per day.

ACTION GALAXY WEAPONS

While most Galactic Legionnaires prefer to rely on their natural powers rather than weapons, they have access to Galaxy Command's full armory, as described fully in *Free20: The Command Armory*, a free short sourcebook from Otherverse Games. In addition, a Galactic Legionnaire or one of her enemies might be seen sporting one of these unique weapons. Many of the weapons and gadgets in *Sentai Spectacular* and *Sentai Sequel* are equally at home in an Action Galaxy campaign.

Psycho-Kutter (Exotic) (PL 8+)

This massive double bladed war-axe has a shaft nearly six foot long, and weighs almost as much as the thug swinging it. A micro-nuclear power pack is built into the weapon's textured steel shaft. It is popular among Sethzinian mercenaries and members of the Legion of Serial Killers, but most scientists don't believe the Sethzinians actually invented this amazing weapon, since it is much higher technology than anything else they have managed to invent.

Most believe the original designs for this weapon were recovered from a crashed or captured starship, and are possibly of Neuros or old Argonite designs.

In addition to using the Psycho-Kutter as a standard melee weapon, the welder can also use it to cut through universal forces, disrupting the laws of physics in the immediate range. The Psycho-Kutter has enough power to disrupt the laws of physics up to 8 times in a 24 hour period before its micro-nuclear power cells need to recharge.

As a full round action, the Psycho-Kutter's wielder can cut through a physical force, resulting in the following effects:

- **Cut through Light**, creating darkness in a 30 ft radius. Not even darkvision can see through this darkness, which lasts for 1 minute.
- **Cut through Gravity**, creating a low gravity environment in a 60 ft radius. This effect lasts for 1 minute.
- **Cut through Time**, which *slows* all creatures within a 60 ft radius for 1d4 rounds, with the exception of the character wielding the Psycho-Kutter.
- **Cut through Hyperspace**, which prevents a specific starship which is within 2 space scale squares (1,000 ft) and visible to the Psycho-Kutter's wielder from entering hyperspace for 1 minute. This ability can only be activated in hard vacuum.
- **Cut through Dimensions**, which has a 25% chance of releasing a random prisoner from the Argonite Wraith Zone. If a prisoner is released, there is a further 25% chance

Melee Weapons	Damage	Critical	Range Increment	Special	Size	Weight	Purchase DC	Rest.
Psycho--Kutter	2d6 slashing	20/x3	-	-	Large	22 lbs	35	Ill +4
Shadow Mace	2d4 or 2d6 bludgeoning in darkness	19-20-/x2	-	-	Medium	8 lbs	24	None

that it is an Argonite Wraith Zoner, not a living creature. In either case, the initial attitude of the freed prisoner is helpful towards the person who freed it.

Shadow Mace (Martial-Two Handed) (PL 4)

This fearsome bludgeon is wielded by the mightiest warriors of Kynder-III's Nightside, and has been enthusiastically adopted by iconoclastic Kelloc warriors who favor brute force over speed. The Shadow Mace is a massive two handed mace with a spiked round head made of jet black shadow-steel.

The Shadow Mace itself absorbs light and converts the energy to kinetic force, increasing the damage dice inflicted by the weapon from D6 to D8 in conditions of dim illumination or worse.

ACTION GALAXY RANGED WEAPONS

Blasters, blasters, blasters! What would a comic book inspired sci-fi game be without them? A lot safer, and also a lot duller. Here are some iconic laser pistols and exotic energy weapons for an Action Galaxy Campaign.

Anti-Energy Rifle (PL 7)

This heavy rifle fires an exotic and newly discovered form of 'anti-energy' - a complex stew of anti-protons and dark matter. It packs an incredible punch, commiserate with starship gunnery weapons, but has short range and heavy energy requirements.

Chronal Bazooka (PL 8)

This single shot weapon resembles an ancient Earth rocket launcher, but fires a crackling globe of charged anti-protons and tachyons. The sheer fury of the temporal energy fired by the weapon fries its circuits, making it usable only once.

Firing a Chronal Bazooka is a ranged touch attack. If the blast hits its intended target, it inflicts no physical damage but instead it shunts the target forward in time by 1d10 days. On a critical hit, the chronal bazooka instead shunts the target 1d6 years

into the future. The target appears in their current position at the designated future time; if the space is currently occupied, the target is shunted to the nearest open space and takes no damage.

Special: Characters with time manipulation talents from the Time Manipulation talent tree, as well as those with the Temporal Immunization feat receive a DC 20 WILL Save to reduce the effect. On a successful save, they are shunted only 1d10 minutes into the future, or 1d6 hours on a critical hit.

Grimorian Magi-Blaster (PL 7)

The Magi-Blaster is commonly carried by police officers and Galactic Marshals assigned to the magical world, Grimorie. This sleek electro-pistol has glowing runes etched into the short barrel and the Grimorian planetary seal emblazoned on the textured hilt.

Special: A Modern Spellcaster damaged by the Magi-Blaster must succeed at a DC 12 WILL Save or lose a number of Spell Points equal to the electricity damage inflicted by the Magi-Blaster.

Science Pistol (PL 7)

This advanced energy sidearm is often issued to Galactic Legionnaires rather than the Defender-1000, because the Science Pistol fires a variable energy beam. The Science Pistol can be reconfigured to deal non-lethal damage as a move equivalent action, and is thus, less likely to run afoul of the Galactic Legion's ironclad code against killing.

Ugly Gun (PL 7)

This odd weapon is a Space Case invention, which should surprise nobody, given how oddly useless (or oddly useful, in the right situation) it is. This bulky blaster pistol is sheathed in bright polymer rings.

Special: A target damaged by the Ugly Gun is physically altered by the weapon's energy field. Their hair (or feathers, or scales, ect) takes on some ridiculous style and hyper-saturated clashing color- it's rainbow Afros or bright green beehives or neon red mullets for everybody! The victim looks so ridiculous they suffer a -1d6 penalty on all CHA-based skill checks until they can get to a barber.

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Rest.
Personal Firearms Proficiency									
Anti-Energy Rifle	2d20 energy	19-20/x2	30 ft	Single	5 cell	Large	25 lbs	30	Mil +3
Grimorian Magi-Blaster	2d4 electricity	20/x3	30 ft	Semi Auto	15 cell	Small	1.5 lbs	23	Mil +3
Science Pistol	2d6 force or nonlethal	20/x2	40 ft	Full Auto	20 cell	Medium	2 lbs	19	Mil +3
Ugly Gun	2d4 force	20/x2	50 ft	Semi Auto	10 cell	Medium	2 lbs	17	Mil +3
Exotic Firearms Proficiency									
Chronal Bazooka	Special	20/special	100 ft	Single	Disposable	Large	20 lbs	32	Mil +3

MONSTERS OF THE ACTION GALAXY!

Command Space is far from a utopia, and that's never been more true than in an Action Galaxy campaign. The following are just some of the many threats faced by the Galactic Legion. As powerful as the Galactic Legion is, the threats its members are called upon to challenge are greater still.

In addition to these new beasts, the following threats from the Space Monsters series are especially appropriate to an Action Galaxy campaign.

Space Monsters V1

- Algon Optico-Hound (used as minions by various bad guys)
- Hygon Warrior (equivalent to DC's Khunds, which are really just Klingons with the serial numbers filed down anyway)
- Space God (one of the settings most dangerous high level threats- they're arrogant and cruel cosmic wizards rather than unknowable alien intelligences though)

- Warp Swimmer (Action Galaxy needs space whales. These do the job)
- WARSTAR Nova Knight (a solid space battle for mid-level heroes)

Space Monsters V2

- Chyss Bio-Flea (a low level minion for Chyss enemies)
- Chyss God Form (the mastermind of a long series of Chyss related plots)
- Chyss Invader (used here as analogues to the Dominators during Keith Griffin's Five Years Later stories)
- Jovian Groundpounder (another big space monster to beat on)
- Valentin Slazer Hawk (an alien animal with cool, weird powers)

Space Monsters V3

- The Black Juggernaut (the center of a high level, hard deep space set-piece battle)
- Canis Astra "Star Dog" (a heroic space pet for Galactic Legionnaires)
- Chyss Evolver (another fearsome Chyss weapon)
- Omegan Dominator (a good 'firepower' ally for Annihilator X)
- Pernisian Slepnrasaurus (another big space dinosaur to fight)
- Space Nazi Cyberkommando (good masterminds for low level adventuring parties)

Monster	Type and Subtypes	Challenge Rating	Concept
Andrain Equiforce	Large N Magical Beast	CR 3	Energy blasting horse creature
Annihilator X	Colossal LE Construct	CR 16	Giant robotic overlord
Argonite Vigilis	Large LN Monstrous Humanoid	CR 8	All seeing, merciless tyrant
Chyss Worldrender	Colossal CE Magical Beast	CR 20	Acid spewing ravager of planetary ecosystems
Demolisher of Worlds	Large CN Monstrous Humanoid	CR 15	Genocide expert with a physics-breaking sword
Lord Amp	Medium CE Humanoid (Psionic)	CR 8	Energy blasting serial killer targeting Pulsa
Quake Brutes	Huge N Aberration	CR 12	Earthquake generating behemoth
R'lythian Shapetaker	Medium CN Aberration	CR 6	Squirmy, opportunistic shapeshifter
Sekhmet Ammt	Medium LE Undead (Psionic, temporal)	CR 25	Manipulative goddess of time and entropy
Time Scum	Medium LE or CE Humanoid (Psionic)	CR 5	A thuggish army from beyond time equipped with deadly future tech
Yandellan Duplikatt	Large CN Aberration	CR 7	Power duplicating feline

ANDRAIN EQUIFORCE (CR 3)

Large N Magical Beast

XP 800

Init +2 **Senses** lowlight vision, Darkvision 60 ft, scent, Perception +5
Languages none

Defense

AC 18 **Touch** 15 **Flatfooted** 16 (-1 size, +2 DEX, +3 natural, +4 deflection)
HP 4d10 + hp (HP)
FORT +8 **REF** +6 **WILL** +2
Immune Force
Resist Electricity 10

Offense

Spd 60 ft
Melee +10 forcestrike slam (1d8+6 bludgeoning plus 1d4 force, 20/x2)
Ranged +9 forceblast (2d6 force, 20/x2, 100 ft range increment)

Statistics

Str 22 **Dex** 15 **Con** 18 **Int** 3
Wis 12 **Cha** 8
Base Atk +4 **CMB** +11
CMD 23 (27 vs trip)
Feats Point Blank Shot, Weapon Focus (forceblast)
Skills Perception +5

Ecology

Environment temperate plains and forests
Organization solitary, mated pair (possibly with 2-3 young) or herd (up to 25)
Treasure none

Special Abilities

Forcestrike (SU)

The silvery energy wreathing its hooves adds Force damage to the Equiforce's slam attacks. The Equiforce's natural attacks are considered magical weapons for the purpose of overcoming damage reduction.



Synergistic Force (SU)

When within 60 ft of another Equiforce, the creature inflicts an additional die of force damage with its attacks; thus it inflicts 2d4 force on a forcestrike slam, or 3d6 force with its forceblast. No matter how many Equiforce are within range, only one additional die worth of force damage is inflicted.

This synergistic effect also applies to Pulsa within range. The Equiforce can both draw energy from a nearby Pulsa or increase a Pulsa's firepower.

Roleplaying

The Equiforce is native to Andrai III, and like the Pulsa themselves, it has been artificially evolved to generate massive levels of energy. The Equiforce were intended as war beasts, just like the Pulsa themselves, but when the Great Darkness hit, those plans were abandoned. Today, Equiforce have been domesticated throughout Andrai III as working animals; they are mounts and plow-beasts on farms too poor, small, remote or rocky for tractors and hoverbikes. Andrai III's planetary police are often mounted on proud Equiforce steeds.

The Equiforce resembles a Terran horse, with a rich brown and azure coat. An impressive serrated set of antlers, like a double edged saber rises from the crown of the Equiforce's skull. Whisks of silver energy wreath the Equiforce's skull like a luminous mane, and less intense energy discharges serve as a tail and decorate its powerful hooves.

ANNIHILATOR X (CR 16)

Colossal LE Construct

XP 76,800

Init -1 **Senses** Darkvision 90 ft, lowlight vision, sensors equal to a PL 7 warship, Perception +30

Languages Galactic Common, Star Droid, WARSTAR, several others

Defense

AC 24 **Touch** -1 **Flatfooted** 24(-8 size, -3 DEX, +25 natural)

HP 21d10 + 80 hp (196 HP)

FORT +7 **REF** +4 **WILL** +12

Immune Construct immunities

Vulnerable Electrical

Offense

Spd 80 ft

Melee +29/+24/+19/+14* hero killer slam (2d10+16 bludgeoning plus grab and hero kiler)

Or +29 hero killer slam (8d10+16

bludgeoning plus grab and hero killer)

Ranged +10/+5 camera lasers (4d6 force, 20/x3, 100 ft range increment)

Constrict (2d10+16 bludgeoning)

Spell Like Abilities (CL 21st)

At Will – Dominate Monster (DC 29- only affects robots)

Statistics

Str 42 **Dex** 5 **Con** - **Int** 30 **Wis** 20 **Cha** 11
+16 -3 X +10 +5 +0

Base Atk +21 **CMB** +45 **CMD** 52 (cannot be tripped)

Feats Combat Expertise, Cleave, Great Cleave, Greater Feint, Greater Vital Strike, Improved Initiative, Improved Feint, Improved Vital Strike, Power Attack, Step Up, Vital Strike

Skills Climb +41, Computer Use +35, Disable Device +35, Bluff +25, Intimidate +25, Knowledge (geography, history, tactics, technology) all +35, Perception +30

Ecology

Environment any high tech urban area it can plunder for new techno-wonders

Organization solitary

Treasure double standard (stolen high tech devices and weapons only, in lair)

Special Abilities

Binary Override (SP)

Annihilator X can override the thought processes of Star Droids and other robots. As a standard action, Annihilator X can use Dominate Monster as a 21st level wizard. This ability functions like the spell, save that it only affects robotic characters (Star Droids, robots, Synths, other technological constructs), and it can affect creatures normally immune to mind-influencing effects.

Annihilator X uses such overridden robots as catspaws against their organic companions, as spies, or more commonly, as disposable



shocktroops and temporary bodyguards to cover its own escape.

Hero Killer (EX)

Annihilator X was originally intended as a military program to keep superhumans in check, during the dark days of the mid 25th Century. It specializes in fighting superheroes, and has

specialized tactical databases usable against costumed adventurers.

Annihilator X receives an insight bonus on melee attack and Combat Maneuver checks equal to the target's Powered Hero class level.

Hostage Hold (EX)

Annihilator X prefers to use grappled superheroes as humanoid shields against their still free companions. For every character Annihilator X has in a grapple, the killer robot gains +15% concealment. If an attack fails to hit due to concealment, it hits the grappled victim with the lowest DEX bonus instead. Choose randomly if multiple grappled characters have the same DEX bonus.

Modular Manipulators (EX)

Annihilator X can fold out as many manipulator arms or metallic tendrils as necessary. Annihilator X can conduct a grapple without being considered grappled itself, at no penalty, and can make multiple combat maneuver checks per round.

Robot Overlord (SU)

Annihilator X makes allied, subordinate robots more effective combatants. All allied robotic characters (Star Droids, synths, Omegan warbots, ect) within 100 ft of Annihilator X gain the benefit of Improved Critical with any attack, and receive a +2 insight bonus to Armor Class. This includes robots dominated with Binary Override.

Roleplaying

The Annihilator X is a rogue AI, built as a Galaxy Command weapon two centuries ago. The Annihilator X slaughtered its inventor and a score of Galactic Legionnaires before disappearing into the depths of space. The Annihilator X is every bit as tyrannical and sadistic as any Omegan elder-AI, and the only reason that the Annihilator X has never defected to WARSTAR is that it wants to rule the galaxy alone. The Annihilator X holds legions of robotic warmachines in reserve, and uses them in intelligently planned campaigns to bring down Galaxy Command.

The Annihilator X prefers to use its robotic armies to strike out worlds and stations on the fringes of Command Space. It does its best to force Galaxy Command and the Legion to expend precious resources protecting remote colonies, and

only strikes in the core regions of space when it is certain of victory.

Annihilator X' crude appearance does not belie its lethal capabilities. Annihilator X is basically a Star Droid chassis upgraded to the size of a small building, a rolling hazard painted cylinder filled to capacity with deadly, modular weapons systems and pincer-like manipulator arms. Cold blue optics stare out with icy, mechanical dispassion, as if looking for the best place to drive a laser scalpel into any captured Galactic Legionnaires.

ARGONITE VIGILIS (CR 8)

Large LN Monstrous Humanoid

XP 4,800

Init +8 **Senses** Darkvision 120 ft, lowlight vision, Perception +31

Languages Argonite, Galactic Common

Defense

AC 21 **Touch** 13 **Flatfooted** 17 (-1 size, +4 DEX, +8 natural)

HP 12d8 +24 hp (78 HP)

FORT +10 **REF** +12 **WILL** +11

Immune cold, suffocation, radiation, hard vacuum. Cannot be flanked.

Offense

Spd 30 ft

Melee +11/+6 slam (1d6+3 bludgeoning)

Ranged +13/+8 law blaster (2d10 electricity plus paralyzed 1d6 rounds, FORT DC 12 negates)

Spell-like Abilities (CL 12th)

Constant – See Invisibility

At Will – Lightning Bolt (REF DC 14)

- Shout (FORT DC 15)

Statistics

Str 16 **Dex** 18 **Con** 15 **Int** 12 **Wis** 25 **Cha** 10

Base Atk +9 **CMB** +13 **CMD** 27

Feats Personal and Advanced Firearms Proficiency, Alertness, Combat Reflexes, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot,

Skills Computer Use +7, Perception +31, Pilot +14, Sense Motive +19 (+12 racial bonus on Perception checks)
Gear PL 8 ultralight starship with FTL capability

Ecology

Environment any land

Organization always solitary

Treasure standard

Special Abilities

All Seeing I (EX)

The Vigilis' superhumanly acute visual sensors see deep into the infrared and ultraviolet portions of the spectrum. The Vigilis is under a constant See Invisibility effect, and cannot be flanked.

Criminal Database (EX)

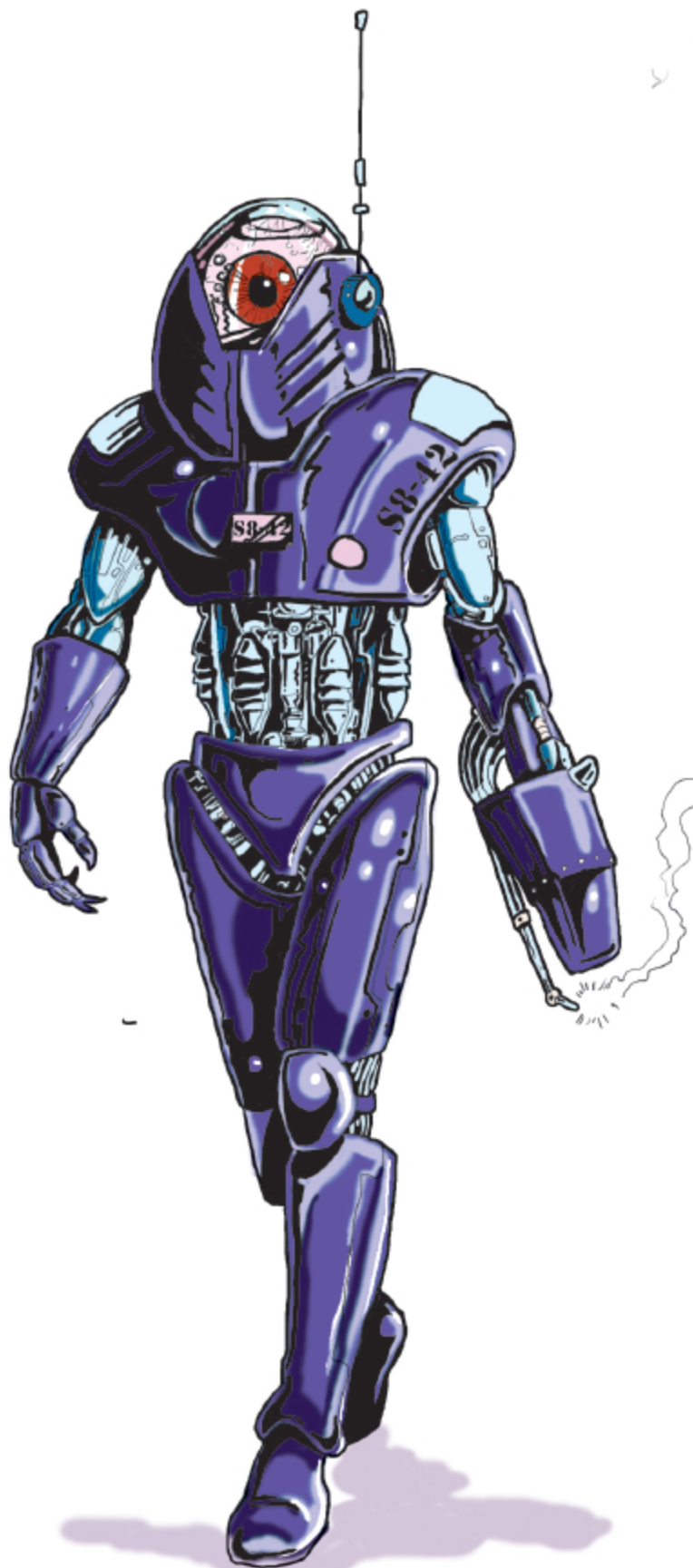
The Argonite Vigilis is programmed with a comprehensive database of galactic criminal activity. It automatically succeeds at Knowledge (streetwise) checks to identify criminals and on Perception checks to spot disguised criminals, as long as the check DC is 40 or less.

Law Blaster (EX)

The Vigilis' main weapon is its taser-like Law Blaster. Victims are stunned on a successful hit (FORT DC 14 negates) for 1d6 rounds.

Roleplaying

The Argonite Vigilis are a breed of cybernetic justice bringers constructed by the Argonite race long before their homeworld disintegrated. Though the race's once mighty empire fell into ruins, the remaining Vigilis continue to enforce the merciless laws they were programmed with. Vigilis hunt down



enemies of the Argonite species, monsters and convicts escaped from the Wraith Zone, and anyone sheltering them. Though they hunt galactic criminals, they are not allies of Galaxy Command by any means. Many have formed alliances of convenience with WARSTAR, preferring totalitarian law to the chaos of galactic democracy.

Argonite Vigilis are cybernetic warriors roughly nine feet tall. Their hulls are molecularly dyed in the purple and aquamarine colors of the old Argonite homeworld. A sleek energy weapon, always crackling with exotic energy discharges replaces the cyber-warrior's right hand. The Vigilis' most distinctive feature is the freely rotating optical camera that floats freely in its conductor-liquid filled battle helmet. Thanks to this advanced optical sensor, the Vigilis cannot be surprised, deceived nor ambushed.

CHYSS WORLDRENDER (CR 20)

Colossal CE Magical Beast

XP 307,200

Init -3 **Senses** Darkvision 120 ft, Tremorsense 120 ft, scent, Perception +19

Languages understands Chyss but cannot speak

Aura Eco-Kill Aura (60 ft, all non-Chyss creatures are *sickened*)

Defense

AC 24 **Touch** -1 **Flatfooted** 24 (-8 size, -3 DEX, +25 natural)

HP 34d10 + 442 hp (629 HP)

Damage Reduction 20/-

FORT +32 **REF** +16 **WILL** +13

Immune bludgeoning, sleep, poison, radiation

Offense

Spd 50 ft

Melee +47/+42/+37/+32 claws (4d8+21 slashing, 20/x2)

and +48 bite (4d6+21 piercing, 19-20/x2 plus Bleeding Critical and Staggering Critical)

Ranged +23/+18/+13/+8 acid spittle (5d12 acid, 20/x3, 100 ft range increment)

Special Actions Bio-Acidic Burst (90 ft spherical burst, 20d12 acid, REF DC 23 half),

Swallow Whole (4d8 +21 piercing plus 10d12 acid, AC 22, HP 63)

Statistics

Str 52 **Dex** 4 **Con** 36 **Int** 3 **Wis** 13 **Cha** 3

Base Atk +34 **CMB** +63 **CMD** 70 (74 vs trip)

Feats Cleave, Bleeding Critical, Critical Focus, Critical Mastery, Great Cleave, Great Fortitude, Greater Bullrush, Greater Overrun, Greater Sunder, Improved Bullrush, Improved Sunder, Improved Overrun, Power Attack, Run, Staggering Critical, Strike Back, Weapon Focus (bite)

Skills 34 Perception +19, Survival +19

Ecology

Environment any land or underground

Organization solitary

Treasure none

Special Abilities

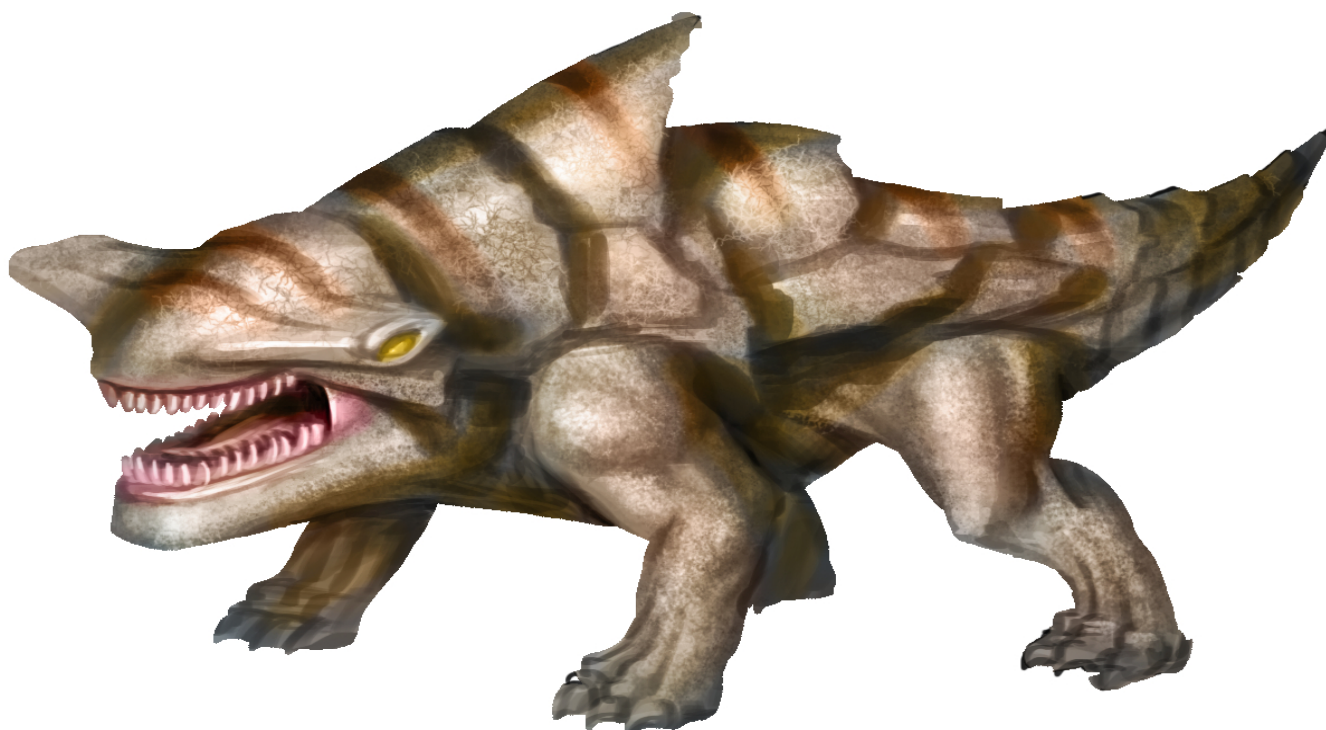
Bio-Acidic Burst (EX)

The Chyss Worldrender can spit a powerful gout of organic acid from its massive mouth, while simultaneously releasing geysers of equally potent acids from pores hidden beneath its armored exoskeleton. The end result- the monster is standing at dead center of a spherical cloud of acid, capable of melting through a mountain side.

The Chyss Worldrender can use its Bio-Acidic Burst once every 1d4 rounds.

Eco-Kill Aura (EX)

The Chyss Worldrender emits a powerful, stinking cloud of alien mutagens and toxic terraforming chemicals; these toxins are in its sweat, its pheromones, its exhalations, and its scat. All non-Chyss lifeforms within 60 ft of the Chyss Worldrender are considered *sickened*, with no save possible. Creatures immune to either poison or disease are immune to this effect, as are those in fully enclosed, airtight environments. The sickened condition lasts as long as the creature remains in the



Worldrender's aura and for one minute after it leaves the area.

Non-character plants wither and die within 60 ft of the Chyss Worldrender within minutes of it entering an area. Merely by existing, the Worldrender can cause widespread crop blight and famine. Plants native to Chyss are immune to this effect.

Roleplaying

Chyss Worldrenders are launched ahead of the Chyss fleet's bioships in ironlaced eggs. Impacting on a target world, the monster's biology is awakened by the heat of reentry. When the Worldrender's egg cracks open upon impact, the creature inside is ravenous and enraged, and its biological drives make it an instinct driven terraformer.

Worldrenders have hot running metabolisms; they are constantly hungry for their entire ten to thirteen month lifespan, and are instinctively driven to

consume large herbivores by the hundreds, completely destroying local ecosystems. Worldrender scat is xenotoxic in the extreme, killing off native microorganisms and replacing them with bacteria more tolerable to Chyss sentients. Within 20 years of a Worldrender's rampage, the native ecosystem is wiped away, its animal population depleted and on the verge of mass extinction, and the world is ready for Chyss colonization. When a Worldrender lands, the only options are the annihilation of the invader or planetary mass extinction.

Chyss Worldrenders are heavily armored quadrupeds bigger than a cityblock, and massing in at several million tons. Seismic sensors a thousand miles away register the behemoth's every movement, and the Worldrender can collapse buildings merely by walking close. The Worldrender has a hammerhead skull with a mouth capable of swallowing starships whole, resembling an Earth shark given legs. The Worldrender's armored hide is tougher than desert granite, and has a similar coloration.



THE DEMOLISHER OF WORLDS (CR 15)

Large CE Monstrous Humanoid

XP 51,200

Init +0 **Senses** Darkvision 60 ft, Perception +14

Languages Galactic Common, WARSTAR, Italian, a few others

Defense

AC 21 **Touch** 9 **Flatfooted** 21 (-1 size, +12 equipment)

Damage Reduction 10/magic

HP 20d10 +180 +20 hp (310 HP)

FORT +17 **REF** +12 **WILL** +14

Immune Ballistic, Cold, Fire, Poison, Radiation, Suffocation

Offense

Spd 40 ft

Melee +30/+25/+20/+15 psycho-kutter (2d8+10 slashing, 20/x3 plus vorpal)

Or +30 psycho-kutter (4d8+10 slashing, 20/x3 plus vorpal)

Statistics

Str 31 **Dex** 11 **Con** 29 **Int** 9 **Wis** 15 **Cha** 11

Base Atk +20 **CMB** +31 **CMD** 41

Feats Cleave, Deadly Stroke, Dazzling Display, Great Cleave, Great Fortitude, Intimidating Prowess, Shatter Defenses, Toughness, Vital Strike, Weapon Focus (psycho-kutter)

Skills Climb +22, Intimidate +22, Knowledge (streetwise) +11, Perception +14, Survival +14

Gear Prototype Psycho-Kutter, Demolisher armor

Ecology

Environment anywhere he can kill lots of people

Organization wading alone in a pool of blood 5 ft deep

Treasure double (the deadliest sword in the galaxy plus lots of drugs)

Special Abilities

Bloodthirst (EX)

The Demolisher is a sociopath, pure and simple. Every time he drops an opponent to 0 HP or fewer, the rush of pleasure-chemicals and adrenaline allows him to recover 10 HP, which cannot take him past his normal maximum HP total. In addition, if the Demolisher is suffering an ongoing effect that hinders his effectiveness, he may make an additional saving throw to negate the effect after making a kill.

Psycho-Kutter (SU)

In addition to using the Psycho-Kutter as a standard melee weapon, the Demolisher can also use it to cut through universal forces, disrupting the laws of physics in the immediate range. The Psycho-Kutter has enough power to disrupt the laws of physics up to 8 times in a 24 hour period before its micro-nuclear power cells need to recharge.

As a full round action, the Demolisher can cut through a physical force, resulting in the following effects. Note that the Demolisher's unique prototype Psycho-Kutter has capabilities that standard Psycho-Kutter's lack.

- **Cut through Light**, creating darkness in a 30 ft radius. Not even darkvision can see through this darkness, which lasts for 1 minute.
- **Cut through Gravity**, creating a low gravity environment in a 60 ft radius. This effect lasts for 1 minute.
 - **Alternate Effect:** Completely nullifies gravity around one creature of Size Large or smaller. This causes the creature to fly upward at a speed of 100 ft for 1d4 rounds before gravity reasserts itself and they fall. Has no effect on flying creatures.
- **Cut through Luck**, which renders all enemy creatures incapable of using action points for any reason for 1d6 rounds; during this time, they suffer a -5 on attack rolls made to confirm critical hits.
- **Cut through Loyalty**, which affects a single creature within 60 ft of the Demolisher, and acts as *Dominate Monster* cast by a 20th level sorcerer.
- **Cut through Time**, which *slows* all creatures within a 60 ft radius for 1d4 rounds, with the exception of the character wielding the Psycho-Kutter.
- **Cut through Hyperspace**, which prevents a specific starship which is within 2 space scale squares (1,000 ft) and visible to the Psycho-Kutter's wielder from entering hyperspace for 1 minute. This ability can only be activated in hard vacuum.
- **Cut through Dimensions**, which has a 25% chance of releasing a random prisoner from the Argonite Wraith Zone. If a prisoner is released, there is a further 25% chance that it is an Argonite Wraith Zoner, not a living creature. In either case, the initial attitude of the freed prisoner is helpful towards the person who freed it.

Vorpal Psycho-Kutter (SU)

The Demolisher's Psycho-Kutter has the *vorpal* quality. On a natural 20, it severs the

opponents head from their body, usually resulting in instant, spectacular death.

Roleplaying

The Demolisher of Worlds (usually referred to simply as Demolisher) is a one man genocide squad. Never seen outside his (its?) jet black armor, the Demolisher is possibly the most wanted criminal in the known galaxy, after perhaps the Bleakmoon Tyrant himself! The Demolisher is the Space Mafia's most loyal and savage soldier, an unfeeling, remorseless behemoth who is dispatched on missions that require savagery on a scale few other killers can match. The Demolisher is only awakened from the drugged cryo-sleep his masters keep him in when an example needs to be made of an entire colony, or an entire Galaxy Command regiment needs to be slaughtered to the last man.

The Demolisher of Worlds carries an enormous, fusion powered blade. This fearsome weapon is the prototype that all lesser Psycho-Kutters were modeled after, and it is the only weapon the Demolisher ever deigns to wield. The Demolisher is a mystery- no one knows what species he really is beneath his ebony armor. Even the 'he' is subject to debate- the Demolisher has a male voice, low and rumbling, but that could be electronically modulated. Perhaps there is no singular Demolisher- perhaps the fearsome armor is a rank bestowed on the most violent and lethal members of the Legion of Serial Killers as reward for atrocity. Perhaps, but the Demolisher isn't talking.

LORD AMP (CR 8)

Medium CE Humanoid (Psionic)

XP 4,800

Init +5 **Senses** lowlight vision, Perception +9

Languages Galactic Common, Palsa

Aura Agonizing Electrocution (10 ft radius, 1d8 energy plus *shaken*, WILL DC 14 negates)

Defense

AC 19 **Touch** 18 **Flatfooted** 14 (+5 DEX, +1 equipment, +3 deflection)

HP 12d8 + 24 hp (78 HP)

FORT +6 **REF** +15 **WILL** +4

Immune Electricity, Fire, Force, Radiation

Offense

Spd 30 ft **Flight** 60 ft (good)

Melee +11/+5 punch (1d4+2 bludgeoning plus 1d8 energy)

Ranged +14/+9 energy bolt (4d8 energy, 19-20/x2, 100 ft range increment)

Attack Options

Special Actions

Statistics

Str 14 **Dex** 21 **Con** 14 **Int** 13 **Wis** 11 **Cha** 14
+2 +5 +2 +1 +0 +2

Base Atk +9 **CMB** +11 **CMD** 26

Feats Combat Martial Arts, Combat Reflexes, Dodge, Mobility, Lightning Reflexes, Point Blank Shot

Skills Intimidate +11, Fly +14, Stealth +14, Perception +9

Gear Action Wear

Ecology

Environment any (native to Andrai III)

Organization solitary

Treasure double standard

Special Abilities

Agonizing Electrocution (SU)

Lord Amp's body generates more power than the fusion generators running the Command Moon. A 10 ft radius around the murderer is

surrounded with crackling electrical flames. In addition to inflicting 1d8 energy damage to any creature who ends its turn in this aura, creatures damaged by the aura are considered *shaken* due to extreme pain (WILL DC 14 negates).

Twin Killer (SU)

Lord Amp takes special pleasure in killing Pula heroes while their twins watch helplessly. Anytime Lord Amp damages a Pula (or another character with the Twin Bond Psionic Precursor), the character's twin suffers half damage (WILL DC 14 negates) if they are within 60 ft of their wounded twin. This power only applies to specifically targeted attacks, not area effects, even if they are both damaged by the effect.

Unified Field Energy (SU)

Lord Amp's energy discharges are multi-layered lashes of cosmic fury. No form of energy resistance or immunity provides protection against Lord Amp's energy discharges.



to get a clue out of the thirteenth. Lord Amp is a Pula mutant, born an aberration on his homeworld.

Roleplaying

Lord Amp is perhaps the most feared member of the Legion of Serial Killers. The silent and enigmatic hunter is the Legion of Serial Killer's foremost tracker and hunter. He is not a detective by training, nor a bounty hunter in the formal sense. Instead, he tracks his quarry across the galaxy through a combination of dogged tenacity and a willingness- or an eagerness- to murder a dozen men

Lord Amp was born single, on a world where twins were the norm. He was born with absolute dominion over the entire electromagnetic spectrum of energy, where most Pula are mere dabblers in the possibilities offered by kinetic energy. Lord Amp believes he is the next evolution of the Pula species, a harbinger of what they might become in another few millennia if they survive. Most Pula, particularly the parapsychics who treaded him growing up, think otherwise. Lord Amp takes particular pleasure in slaughtering the members of his own species, and is a cannibal. His delusions

(which might not be delusions) tell him his personal power increases with every drop of 'lesser' Pulsa blood he consumes.

Lord Amp is a powerfully built Pulsa male of indeterminate age; he might well be immortal. His hair is shocking silver against his coffee-colored skin. He wears a simple indigo bodystocking decorated with a glowing sunburst, and is always surrounded by a crackling aura of energy.

QUAKE BRUTE (CR 12)

Huge N Aberration

XP 19,200

Init -1 **Senses** lowlight vision, Tremorsense 90 ft, Perception +13

Languages None

Aura Tectonic Zone (20 ft radius of difficult terrain around the Quake Brute)

Defense

AC **Touch** **Flatfooted** (-2 size, -1 DEX, + natural)

HP (17d8 + 119 hp) (196 HP)

FORT +19 **REF** +9 **WILL** +18

Weaknesses

Offense

Spd 50 ft

Melee +25/+20/+15 slam (2d12+15 bludgeoning plus knocked *prone* (FORT DC 25 negates, 19-20/x3, 20 ft maximum range)

Or +25 (6d12 + 15 bludgeoning plus knocked *prone* (FORT DCC 25 negates, 19-20/x3, 20 ft maximum range)

Special Actions Smashing Quake (10d12 bludgeoning, 100 ft x 10 ft line, REF DC 25 half, every 1d4 rounds)

Statistics

Str 40 **Dex** 8 **Con** 25 **Int** 3 **Wis** 12 **Cha** 6

Base Atk +12 **CMB** +29 **CMD** 38

Feats 9 Cleave, Critical Focus (slam) Great Cleave, Great Fortitude, Greater Sunder, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike

Skills Climb +20, Perception +13

Ecology

Environment any land

Organization solitary

Treasure none

Special Abilities

Rockcrusher (SU)

The Quake Brute can and does feed on rocky humanoids. Against any creature with the Silicon Based feat, or a similar racial trait, the Quake Brute always inflicts maximum damage with its slam or its Smashing Quake ability.

Smashing Quake (SU)

The Quake Brute can slam its tail down with superhuman force to create a powerful localized tremor capable of pulverizing even 35th Century skyscrapers. As a standard action, the Quake Brute can generate a 100 ft by 10 ft line of earthquakes that inflict 10d12 (average 65) points of bludgeoning damage to all creatures in the area (REF DC 25 half). This line of earthquakes ignores the Hardness or non-magical Damage Reduction of all structures and immobile objects within its path. The Quake Brute can use a Smashing Quake as often as every 1d4 rounds.

Tectonic Zone (SU)

The Quake Brute generates a constant seismic field around itself, causing the ground to buck and crack randomly as it moves. A 20 ft radius around the Quake Brute is considered *difficult terrain*.

Roleplaying

The Quake Brute is a fearsome, semi-intelligent predator native to rocky worlds; a particularly fearsome is native to Yandell and while the first discovered examples of the species were discovered in the Iron Belt region they are found throughout the galaxy. A few escapees from a crashed zoo ship now dominate Earth's Rocky

Mountain region. Quake Brutes prefer using overwhelming force to crush large prey to a pulp- they rarely attack humans, unless the humans are gathered in great numbers.

Humans are simply too small to make a decent meal; Quake Brutes prefer large beasts like horses, camels and elephants for their protein.



Quake Brutes are hunched, somewhat humanoid monsters nearly fifteen foot tall. They have a crocodile like snout, a rumbling and protruding belly, and a powerful tail that ends in a massive spiked mace. Quake Brutes have drab hide with a coloration matching the rocks most common to their hunting territory.

Quake Brutes lead a solitary existence. They charge into furious battle with other Quake Brutes entering their territory, and only reluctantly tolerate each other's presence during their periodic mating seasons. Young are abandoned soon after birth.

RLYTHIAN SHAPETAKER (CR 6)

Medium CN Aberration

XP 2,400

Init +3 **Senses** Darkvision 60 ft, Scent, Perception +7

Languages Galactic Common (badly), Quille Kathrix (passably)

Defense

AC 13 **Touch** 13 **Flatfooted** 10 (+3 DEX)

HP 9d8 + 45 hp (HP)

FORT +8 **REF** +6 **WILL** +7

Offense

Spd 30 ft **Swim** 30 ft

Melee +9/+4 shapeshifter slam (1d8+1 damage, either bludgeoning, slashing or piercing at the Shapetaker's choice, maximum 30 ft reach, 20/x2)

Spelllike Abilities (CL 9th)

At Will – Alter Self

- Beast Shape I
- Form of the Dragon I

Sneak Attack +2d6

Statistics**Str** 12 **Dex** 17 **Con** 21 **Int** 8 **Wis** 12 **Cha** 15**Base Atk** +6 **CMB** +7 **CMD** 23 (cannot be tripped in natural form)**Feats** Combat Reflexes, Deceitful, Defensive Combat Training, Improved Disarm, Weapon Finesse (Shapechanger Slam)**Skills** Bluff +20, Disguise +20, Perception +7 (+10 racial bonus on Disguise and Bluff checks)**Gear** might use humanoid gear if imitating an ordinary spacer, otherwise none**Ecology****Environment** prefers temperate swamps but any land or space station**Organization** always solitary**Treasure** normal**Special Abilities****Shapechanger Shell Game (SU)**

The Shapetaker is skilled at rapidly shifting into the forms of its attackers in random sequence, confusing its opponents so badly that they accidentally take a shot at one of their buddies by mistake.

Once per round, when adjacent to an enemy and attacked by another creature, the Shapetaker can activate this ability as a free action. It drops any other disguise and assumes the form of its enemy. The Shapetaker makes a Disguise check which is opposed by the attacker's Perception check. If the Perception check fails, the attacker must target the adjacent enemy rather than the Shapetaker itself.

Shapechanger Slam (EX)

The Shapetaker's natural attack can extend to threaten enemies up to 30 ft away, by hyperextending its flexible, amorphous limbs. The damage inflicted is either bludgeoning, slashing or piercing, at the Shapetaker's option. The Shapetaker can still threaten adjacent squares using the Shapechanger Slam.

**Roleplaying**

The R'lythian Shapetaker is another opportunistic and monstrous predator from the swampy "Planet Nightmare". The Shapetaker race has lived in the shadows of the Quille Kathrix for uncounted centuries, surviving by stealth and theft. They are not a technological race, lacking an understanding of science beyond what's necessary

to make fire, but they can and do make use of technology developed by others. Shapetakers are not creative- fundamentally, they are imitative. Shapetakers prey on isolated humanoids, including the rare, incautious Quille Kathrix, kill them as silently as possible, absorb the body and nutrients. They then imitate their victim for as long as they can maintain the deception, gorging on food and indulging in whatever little luxuries they can understand. Shapetakers found away from Planet Nightmare have stowed away on a freighter ship, and now drift from port to port, playing games of murder and imitation.

Shapetakers are consummate shapeshifters, capable of taking virtually any form. In their natural state, though, they are disgusting, semi-humanoid masses of vari-colored tubular, wormlike organs. Most wrap themselves in a dark woolen cloak, which helps hide the flaws in the imitation of their victims.

SEKHMET AMMT (CR 25)

Medium LE Undead (Psionic, Temporal)

XP 1,640,000

Init +6 **Senses** Darkvision 120 ft, Perception +58

Languages Any; *Telepathy* 100 ft

Defense

AC 30 **Touch** 30 **Flatfooted** 26 (+4 DEX, +16 deflection)

HP 51d8+ 250 hp (480 HP)

FORT +18 **REF** +22 **WILL** +35

Immune undead immunities, Cold, Fire, Force

Resist Acid 15, Electrical 10, Sonic 10

Spell Resistance 30

Offense

Spd 30 ft Fly 150 ft (perfect) Spaceflight 5,000 ft (10 space scale squares)

Melee +40/+35/+30/+25 time staff (1d10+2 force plus 1d4 permanent WIS and CON drain; FORT DC 25 negates)

Ranged +42/+37/+32/+27 choral bolt (10d10 negative energy; 20/x4, 1,000 ft range increment)

Spelllike Abilities (CL 50th)

Constant – True Seeing

At Will – Banishment (up to 100 HD creatures, DC 35)

- Quickened Disintegrate (DC 35)
- Flesh to Stone (DC 35)
- Quickened, Silent, Still Haste
- Plane Shift (into any point in history or to the Crunch Point)
- Quickened, Silent, Still Slow (DC 32)
- Quickened Symbol of Insanity (DC 37)

1x/encounter- Quickened Wish (usually used to punish a particularly bothersome opponent by de-aging him or her into a non-powered preteen)

- Summon Monster IX
- Summon Monster VIII
- Time Stop

Statistics

Str 15 **Dex** 19 **Con** - **Int** 40 **Wis** 26 **Cha** 19

+2 +4 X +15 +8 +5

Base Atk +38 **CMB** +40 **CMD** 54

Feats Sekhmet Ammt has had trillions of years to practice, and has access to virtually every feat imaginable.

Skills Since she has so many skill points, assume Sekhmet Ammt has placed maximum ranks into every skill, giving her a skill modifier of 50 + attribute modifier for all skills. Her skill modifiers are +2 STR, +4 DEX, +15 INT, +8 WIS and +5 CHA. Alternatively, just assume she succeeds at any task she seriously sets out to accomplish.

Gear Anything she wants, the moment she wants it.

Ecology

Environment The Crunch Point

Organization unique throughout the multiverse, accompanied by legions of guardians, Time Scum servitors, powerful spellcasting minions and conventional military forces

Treasure Literally infinite; Crunch Point's storehouses extend into thousands of alternate realities, and contain wealth plundered from every planet, in every century, on every plane.



Special Abilities

Ancient Beyond Imagination (SU)

Sekhmet Ammt is impossibly ancient, not just millions or billions, but several **trillion** years old; her mere presence unsettles psi-sensitives. Echoes of his vast intellect and uncounted eons of memories can destroy unwary minds.

All creatures with the Psionic subtype suffer 1d4 points of temporary INT damage for each round they remain within 60 ft of Sekhmet Ammt. A DC 19 WILL Save can prevent the damage for one round, but a new save must be made each round the Psionic creature remains within Gehenna's presence. Creatures reduced to 0 INT in this manner are slain, suffering fatal strokes and uncontrolled psi-discharges that literally liquefy their brains within their skull.

Cosmic Pharaoh (SU)

As the cosmic matriarch who create the Charioteer race, none of that species can raise their hand against Sekhmet Ammt in anger, no matter the circumstance.

- No Charioteer human can make a direct attack against Sekhmet Ammt, nor make an area effect attack if she would be within the effect's radius.
- Sekhmet Ammt can kill any Charioteer within 100 ft who has 4 or fewer HD as a swift action. This is a death effect that offers no saving throw.
- Charioteers with 10 or fewer HD are affected as if by *Dominate Monster*, cast by a 50th level wizard.
- Charioteer with 15 or fewer HD cannot take hostile action against any known ally of Sekhmet Ammt as long as that ally is within 100 ft of Sekhmet Ammt.

HER CROSS TIME SCHEMES

81

"I've seeded realities you cannot even imagine with my worshippers. How can you have a hope of standing in my way, fleas?"
-Sekhmet Ammt, gloating before annihilating a Galactic Legion strike-squad

In cross-planar campaigns, this special ability also affects Dreamborn Mau, Ubasti and any Bastian character from the *Otherverse America Campaign Setting*. It also affects Culture characters and Culture-produced Steamers from the *Psi-Watch Campaign Setting*, as the Culture are the far-future descendents of the Bastians.

Otherverse America is a twisted, grim version of the 22nd Century, one of many pocket universes created by Sekhmet Ammt. It is a pocket universe vital to her long term plans, whatever they are, and though created by Sekhmet Ammt's dabbling in the time stream, it has its own dark lord. Sekhmet Ammt constantly schemes to steal the Singular's power and bind the Phallus to her will; for his part, the Singular desires Sekhmet Ammt as a consort and equal.

Dark Devourer of Time (SU)

If Sekhmet Ammt reduces an opponent to 0 HP or fewer, her shadow stretches out, like an ebony panther to devour the fallen. Doing so wipes the fallen character and his possession from time. The character cannot be raised or resurrected, and only those present at the battle remember him, all other NPCs have only vague memories of the fallen.

All damage inflicted on Sekhmet Ammt by the fallen character during this battle is negated. If you've kept track of individual damage, use that total; otherwise assume Sekhmet Ammt instantly recovers 2d4x10 HP, which cannot take her beyond her normal maximum HP total. Using this ability is a free action that requires no conscious activity on Sekhmet Ammt's part.

Entropic Touch (SU)

Any creature injured by Sekhmet Ammt's melee attack must succeed at a DC 25 FORT Save or suffer 1d4 points of permanent WIS and CON drain. Each point of WIS or CON drained heals Sekhmet Ammt for 5 HP. Creatures age and shrivel at the mere touch of the goddess of time. Creatures slain by this ability rise in 1d4 rounds as *bodaks* under Sekhmet Ammt's control.

Reality Schism (Metagame)

While within Crunch Point, Sekhmet Ammt has absolute command over reality.

As a free action, Sekhmet Ammt can change one terrain feature per round. Changes are limited only by her (and the GM's imagination) and may include removing all the doors and windows from a structure, rebuilding or atomizing a building, changing color, style or décor, raising or lowering hills, creating or destroying difficult terrain, opening or closing pits of up to 100 ft deep, and so on. The Time Scum inhabiting Crunch Point are likewise Sekhmet Ammt's creation. They have no real will or soul of their own, and act according to the time goddess' wishes, obeying her instantly. They can be destroyed, cosmetically altered or recreated on a whim, as a standard action by the Space God.

In addition, at the beginning of each encounter within Crunch Point, Sekhmet Ammt can change local reality to change one facet of the game rules, which must be different than the last such manipulation made to date in the campaign. Alternatively, Sekhmet Ammt can choose not to activate this aspect of Reality Schism if she chooses not to.

Among the possible Reality Schisms Sekhmet Ammt can choose to inflict are:

- No creature can gain or use action points for the duration of the encounter.
- All creatures can take one standard and two move or move-equivalent actions per round for the duration of the encounter.

- No creature can use aid another or flanking for the duration of the encounter.
- Five foot steps are not possible for the duration of the encounter.
- No action provokes attacks of opportunity for the duration of the encounter.
- Creatures die at 0 HP and fade from Crunch Point, returning to their point of temporal origin.
- Each player passes their character sheet to the player on their right, as their character's swap minds and bodies for the duration of this encounter.

Temporal Manipulation (Metagame)

This ability only functions if the game master is using the ensemble cast rules mentioned earlier in this sourcebook. Immediately before combat, just before the player characters roll initiative, Sekhmet Ammt can choose to activate Temporal Manipulation. Doing so forces all players to randomly roll d4 to determine which of their heroes encounters Sekhmet Ammt; in game, this means that the Great Manipulator might have retroactively twisted time so that a potentially less capable hero 'switches place' with the player's chosen hero at some point in the recent past, retconning recent events slightly, and allowing the time goddess an easier fight!

Universal Knowledge (Metagame)

Sekhmet Ammt knows everything there is to know about the player characters; she has watched them since the moment they were born, and knows every facet of their life. Assume she succeeds on any Knowledge check concerning the player characters, all Sense Motive checks made against a player character's Bluff, and knows their plans and usual tactics at least as well as the game master does.

Roleplaying

Sekhmet Ammt is the Great Manipulator of the time stream, a goddess of entropy, time travel and paradox. Her origins are paradoxical in the extreme; once the most brilliant temporal physicist among the Charioteer species, she mastered first tactical time travel. After carving out a stellar empire for herself, Sekhmet Ammt mastered strategic time



travel, and in that moment, she realized the conquest of 17 systems was as nothing; she had conquered one grain of sand in the endless desert of time. With grim determination, Sekhmet Ammt set out to conquer all the rest. To aid her in conquest, she created the Charioteer race as her servants. She gave birth to herself; she became paradoxical and immortal.

Sekhmet Ammt is the oldest sentience in the multiverse; she has seen uncounted trillions of years of time come and go, from her fortress outside of conventional time. She has visited hundreds of parallel realities, and created many of her own.

Sculpting pocket universes is both a long term military strategy and a hobby; she prunes universes as expertly as a gardener prunes a bonsai tree. Sekhmet Ammt lairs at the Crunch Point; the last second of the universe before it collapses into entropy. In many ways, she is a prisoner of Crunch Point. Her vast power has warped the temporal flow. Reality could not survive long if she chose to reside any earlier in history's flow.

Sekhmet Ammt has long schemed against the Galactic Legion and Galaxy Command; her Time Scum armies have fought the Legion on several occasions. For all her power, she rarely involves herself in direct conflict against the Legion, and prefers to act through intermediaries and catspaws. The Great Manipulator needs the Galactic Legion, because of the paradoxes that created her, the Legion must continue to survive. Her personal history is fluid, but there is one constant; a currently serving Galactic Legionnaire will one day travel back in time to help the Charioteers develop spaceflight.

Thus, she can't just slaughter the Legion, nor prevent life from ever sparking on Earth, or she'd lose much of her power in the resulting paradox-storm. This does not stop Sekhmet Ammt from occasionally slaughtering an entire Galactic Legion strike-squad, if her augers assure her their deaths won't interfere with her cross-time plans.

Sekhmet Ammt appears as a mockery of the living woman she once was, an eternity ago. Her skin is leathery and dry, the color of dirty parchment. She wears Charioteer dress, and carries unimaginable weapons. She is vain, though, and expends much personal power to give herself the appearance of the woman she once was (and will be again, once she conquers all of space-time).

TIME SCUM (CR 5)

Medium LE or CE Humanoid (Psionic)

XP 1,600

Init +1 **Senses** Darkvision 60 ft,
Perception +5

Languages Galactic Common and 1-2
others chosen at random

Defense

AC 19 **Touch** 11 **Flatfooted** 18 (+1
DEX, +8 equipment)

HP 7d8 + 28 hp (60 HP)

FORT +11 **REF** +3 **WILL** +3

Offense

Spd 40 ft

Melee +10/+5 plasma axe (2d4+5 fire,
19-20/x2)

Ranged +6/+1 heavy blaster (2d6
ballistic, 20/x3, 50 ft range increment, 20
cell)

Statistics

Str 20 **Dex** 13 **Con** 18 **Int** 10 **Wis** 13
Cha 10

Base Atk +5 **CMB** +10 **CMD** 21

Feats Cleave, Great Cleave, Great
Fortitude, Power Attack

Skills Intimidate +4, Perception +5

Gear plasma axe, heavy blaster and 5
spare energy cells, cool looking Jack
Kirby style armor

Ecology

Environment any (native to the time
stream and Crunch Point)

Organization solitary, pair, fire team (4-6), raiding party (20-25), brigade (up to 100), usually accompanied
by a senior officer

Treasure standard (including gear listed above)

**Special Abilities**

Time Scum are a diverse horde of super-villain thugs, best encountered in huge numbers. Pick, or randomly roll one special offensive ability and one special defensive ability on the chart below. Alternatively, you may roll two special offensive abilities and no defensive ability. These are all considered Extraordinary abilities.

D6	Offensive Ability
1	Voidchill Breath Weapon (4d6 cold, 50 ft x 5 ft line, REF DC 14 half. Usable every 1d4 rounds.)
2	Wrecking Ball (Opponents stuck by the Time Scum's melee attack must make a DC 15 FORT save or be knocked prone)
3	Four Armed Freak (Gain an additional melee attack at highest attack bonus)
4	Air Kill Korps (Gains Flight 100 ft, average maneuverability and Fly +9)
5	KirbyTech Plasma Axe (Masterwork quality Plasma Axe inflicts 3d6 +16 fire and gains +1 mwk bonus to hit)
6	Suicide Bomb (When reduced to 0 HP, Time Scum explodes dealing 5d6 fire to a 60 ft radius, REF DC 14 half)
D4	Defensive Ability
1	Nuhor Shield (Time Scum is equipped with a Nuhor Shield. +4 shield bonus to Defense, plus spend an action point as swift action to reflect a Powered Hero talent back on the caster. 5 Action Points per encounter for this purpose)
2	Regeneration (Defeated by Acid or Electricity)
3	Tank! (Gains +50 bonus HP, and becomes Size Large)
4	Heavy Gravver (+10 racial bonus to CMD, cannot be tripped or overrun)

Roleplaying

Time Scum are a motley assortment of criminals, mercenaries and terrorists culled from the depths of the time stream. They come from the darkest eras of history, from the brutal, savage past, and from potential futures where Galaxy Command's utopian idealism collapses into anarchy and terror. Time Scum are soldiers, if you stretch the definition of 'soldier' a little. These well-armed brutes are a howling horde of murder, violence and future-tech firepower.

Time Scum often serve Sekhmet Ammt in her mad schemes, and using her endless legions of Time Scummers, Sekhmet Ammt has conquered much of the distant future. These temporally displaced mercenaries are barracked at the Crunch

Point, in a massive Egyptian fortress that straddles the centuries.

Time Scum come in a dizzying assortment of forms. While most are basically humanoid, they might hail from any species or ethnicity in the galaxy, known or unknown. All are physically fit, because Sekhmet Ammt demands such from her soldiers; all are skillful fighters, and all are well armed. Sheathed in bizarre armor and wielding weapons from up and down the timelines, Time Scum are an unbeatable horde of time traveling killers.

Time Scum come in an infinite variety of forms, but their brutality is always appearearant. If you want to randomly determine the appearance of the Time Scum that the heroes are beating up by the dozens, you can use this random chart. None of these results offer any in-game effect; you can add as many features as desired to your Time Scum, and may either read across the rows or roll multiple times and combine.

D12	Appearance I	Appearance II	Appearance III
1	Thick, grizzly beard half way down the chest	One obviously cybernetic eye	Iridescent, blood red armor and jet black weapons
2	Long, needle like spines on shoulder pads	Hands end in powerful, robotic pincers	Wolf like or eagle like helmet
3	Wears heavy white furs as a vest over armor	Huge horns, flanges or wings on helmet	Dirty, bloodsplattered armor and rusting weapons
4	Legs are reverse articulated and Time Scum moves in a crouch	Time Scum is hunchbacked with malformed, misproportioned limbs	Wears a regimental standard mounted on a pole on his back
5	Female Time Scum with shapelier armor	Hideously scarred face, no helmet	Armor is made from heavy mahogany wood, riveted with thick metal bolts
6	Eyes or goggles glow a vile yellow	Wears a mask or helmet depicting a leering demon	Transparent dome space helmet over a hideous, reptilian face
7	Bald except for a single long queue	Long spindly arms that end in talons	Snake like lower body rather than legs
8	Resembles an aged, corrupted version of an NPC one of the players knows well	Wears the flag of a defeated evil Earth army (Confederates, Nazis, Russians, something near future, ect)	Brightly glowing "Kirby Dots" on chest and abdomen
9	Wears broken shackles on ankles and wrists	Cobalt blue or sea green armor that looks like glass, rather than metal	Long coat or cloak of ragged chain mail
10	Eyeless helmet with single camera lens	Wears captured and redecoed Galaxy Command armor	Thick, leathery red or brown hide
11	Doglike animal hybrid	Thick metal bands girding arms	Heavy, flattened studs along chest
12	Checkered, black and white armor	Demonic natural horns	Ragged cloak or poncho

YANDELLAN DUPLIKATT (CR 7)

Large CN Aberration

XP 3,200

Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +10

Aura Duplication Aura (60 ft, triggered at beginning of encounter, duplicate highest adversary BAB, see text)

Languages Galactic Common

Defense

AC 19 **Touch** 14 **Flatfooted** 14 (-1 size, +5 DEX, +5 natural)

HP 7d8 +21 hp (53 HP)

FORT +6 **REF** +12 **WILL** +7

Offense

Spd 60 ft **Climb** 50 ft

Melee two +5 claws (1d8+4 slashing plus grab)

Special Actions pounce, rake (two +5 claws, 1d8+4)

Statistics

Str 18 **Dex** 21 **Con** 16 **Int** 6 **Wis** 19 **Cha** 5

Base Atk +7 **CMB** +10 **CMD** 25

Feats Acrobatic Steps, Combat Reflexes, Nimble Moves, Stand Still, Weapon Finesse (claws)

Skills Climb +6, Stealth +11, Perception +10

Ecology

Environment cold and temperate mountains and underground

Organization solitary

Treasure standard (in lair)

Special Abilities

Duplication Aura (SU)

At the beginning of an encounter, but no more than once per hour, the Duplikatt activates its Duplication Aura, which extends in a 60 ft radius. For the duration of the encounter, if any creature within the Aura's radius has a higher BAB than the Duplikatt (+8 or better) the Duplikatt uses the best Base Attack Bonus in place of its own for the duration of the encounter.

When using this ability, the Duplikatt's facial features change to resemble the person or creature it is duplicating the BAB of.

Healing Hijack (SU)

The Duplikatt radiates this aura continuously. If any creature within 30 ft of the Duplikatt receives any amount of magical healing, the Duplikatt also recovers half the amount of Hit Points restored to the intended target of the magical healing. This healing cannot take the Duplikatt above its normal maximum HP total.



Imitative Retaliation (SU)

Once per round, in place of a standard attack, the Duplikatt can imitate the last successful attack made against it. The Duplikatt chooses a single adjacent target for this attack. The Duplikatt uses the attack roll or base save, caster level or other statistics of the original attack upon it to determine if the Imitative Retaliation succeeds against the new target. If the Imitative Retaliation is successful, the new target suffers the same effect the Duplikatt did from the original attack, even if the Duplikatt successfully reduced or negated the attack with a save.

Roleplaying

The Yandellan Duplikatt is a clever, alpha predator who prowls Yandell's mountain caverns. Though lacking in the raw physical might of a other Yandellan predators, this highly intelligent beast can slay creatures far more powerful than itself, mindless xenofoms and Galaxy Command explorers alike.

The Duplikatt most closely resembles a larger version of a panther. However it much larger than any normal panther alive, on any world, though its form is lean and emaciated. The Duplikatt has no fur, just leathery, slick skin the color of fresh blood. Its eyes glow with orange light. When the Duplikatt uses its powers to imitate a prey creature, its feline skull morphs and shifts, becoming a blood red duplicate of the facial features of its chosen target. This transformation lasts for several hours.

THE SUPER PET TEMPLATE

Thirty Fifth Century science can turn even the meekest house cat or mutt into a super-pet worthy of a Galactic Legionnaire. Want a badass dog shooting lasers out of his eyes and ripping into WARSTAR space-fighters along side you character? Then get a Super Pet.

Acquiring the Template: The Super Pet Template is an acquired template that can be added to any Animal or Magical Beast with a starting Intelligence score of 3 or less.

Type: Change the creature's type to Magical Beast. Don't recalculate game play statistics.

Natural Armor: Gain a +2 natural armor bonus for every 2 HD possessed by the creature, or increase existing natural armor by +2

Immune: Space Pets become immune to Cold, Fire, Suffocation, Radiation and hard vacuum.

Flight Speed: Space Pets receive a Flight speed equal to twice their base land speed with good maneuverability. They gain a space scale flight speed of 1,500 ft.

Heat Vision: Space Pets gain heat vision as a natural attack form. Heat Vision inflicts 3d6 fire, 20/x3, 100 ft range increment. In space, Heat Vision has a 1,000 ft range increment.

Sentience: Space Pets increase their INT Score to 8, and gain the ability to understand, but not speak, Galactic Common or another language spoken by their masters. Most Space Pets have a Chaotic Good alignment, though exceptions are possible.

Challenge Rating: Increase the Space Pet's challenge rating by +2.

DISEASES OF THE FAR FUTURE

Even in the 35th Century, people still get sick, and the poor or unlucky still die. The following futuristic diseases are the less tangible dangers of an Action Galaxy campaign.

Agony Fever

Agony Fever is one of the most feared diseases of the 35th Century. Most victims never recover, as do unfortunate medics and loved ones who attempt to help. Many Command worlds have stringent quarantines for those suspected of carrying the Agony Fever infection.

Type disease contact **Save** FORT DC 22

Onset 1d4 days **Frequency** 1/hour

Effect 3d6 HP. Agony Fever eats away at the victim's physical reserves. While suffering the effects of Agony Fever, the victim's mind shuts down, rendering them comatose and helpless.

Cure 3 saves or Special.

Special Agony Fever can be cured medically, or by loved ones absorbing some of the virus' psychic pain and allowing their minds to recover. Each hour, just prior to the virus's Frequency, another character of the same creature type can touch the victim and absorb the pain. The volunteer suffers the hour's damage, and becomes *nauseated* for the hour. Doing so exposes the volunteer to the virus.

If a victim of Agony Fever has another character or characters suffer the virus' pain for six consecutive hours, they are cured.

Entropic Rotting

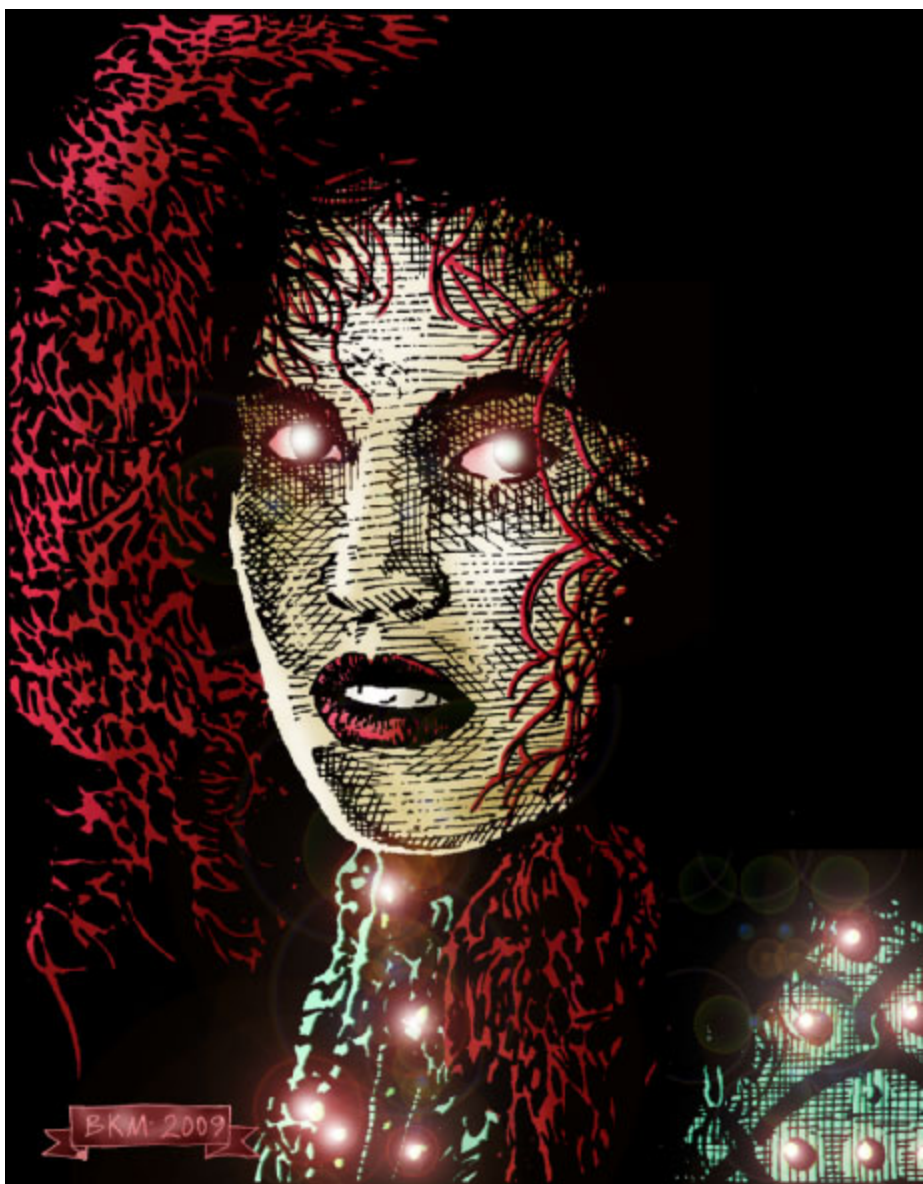
Entropic Rotting is a disease that warps a victim's personal timeline, causing them to age into senility within a few days. Travelers to the Crunch Point, even if they escape unscathed, eventually succumb to Entropic Rotting.

Type disease, contact or injury **Save** WILL DC 22

Onset 1d6 days **Frequency** 1/hour

Effect Victim ages one year. The victim suffers the ability score penalties for moving through age categories and dies upon reaching his maximum age. The victim does not receive the ability score bonuses for age and wisdom.

Cure 4 successful saves



Gender Reversal Germ

This disease is rarely lethal, and does more damage to relationships and social bonds than to humanoid bodies. This disease is common among various Space Case species.

Type disease, contact or injury **Save** FORT DC 22

Onset 1d4 hours **Frequency** 1/week

Effect 1d4 STR damage. In addition to the disease's main effect, any one who contracts the disease must succeed at a second FORT Save or have his/her gender permanently reversed. The transformation requires 1d6 hours to complete and is uncomfortable. The target is considered *sickened* during this time. Once the transformation is complete, it is permanent, even if magic is used, the victim's original gender cannot be restored (except by re-infection).

Cure 2 saves

Psi-Blind Sickness

This neurological fever strikes Shadowless and other psionic humanoids hard, robbing them of their mental gifts and causing deadly fevers, disorienting hallucinations and possibly permanent brain damage.

Type disease contact (or by telepathic contact with an infected victim)

Save FORT DC 15 (creatures with the Psionic subtype suffer a -2 penalty on their save)

Onset 3d6 hours **Frequency** 1/day

Effect 1d4 INT. While suffering from the disease, the victim loses her Psionic subtype and cannot use any Psionic abilities.

Special If the disease remains untreated for more than 3 days, each day that ability damage is suffered, one point of INT damage is permanent INT drain instead.

Cure 2 consecutive saves

Selfishness Plague

This unusual disease affects the mind, and turns even the most noble heroes into selfish, grasping thieves. Some believe it was a WARSTAR bioweapon, but if that's the case, it's a failure. The effects aren't nearly lethal enough to have come out of a WARSTAR lab.

Type disease ingested **Save** FORT DC 16

Onset 1d4 days **Frequency** 1/day

Effect 1d2 WIS. While infected, the victim cannot use or benefit from the aid another actions, nor from flanking or teamwork bonuses. While infected, if the victim encounters a situation where they have an opportunity to steal or take more than their fair share of a valuable resource, they must succeed at a DC 16 WILL Save or act selfishly.

Cure 2 consecutive saves

Tynwindian Intangibility Flu

This flu-like disease originated on Tynewind, and while it is a minor inconvenience to Phaide, it is potentially lethal to other races exposed to it. Surviving a bout of this disease provides a +4 circumstance bonus on FORT Saves against re-infection.

Type disease, contact **Save** FORT DC 18

Onset 1d4 days **Frequency** 1/day

Effect 1d3 STR. While the victim is suffering from the disease, their natural state is *ethereal*. In order to interact with the physical world (such as to eat or drink), the victim must expend an action point to become mostly solid for 1d6 x 10 minutes.

Cure 2 saves

Special This disease automatically runs its course in 2d4 days, even if the victim does not successfully save.

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